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Volume I, Number 2

The Role-Playing Magazine

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GOLDFINGER

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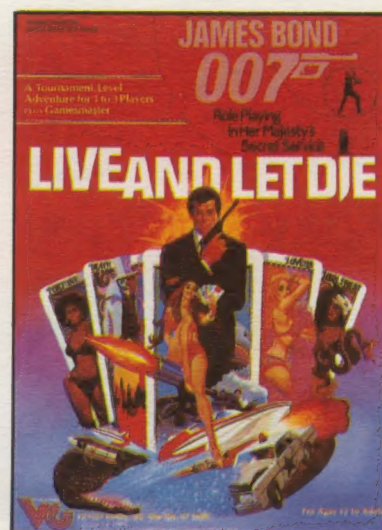


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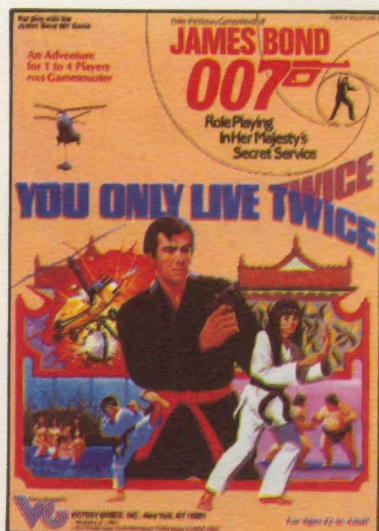
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HEROES

Volume 1, Number 2

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- RUMQUEST
- JAMES BOND 007
- POWERS & PERILS
- LORDS OF CREATION

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SPECIAL SECTION

Featuring a new scenario for the game; plus a study of who his friends really are.



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James Bond 007 — Role Playing
In Her Majesty's Secret Service

Goldfinger — Octopussy — Moonraker — Dr. No — The Man With The Golden Gun — For Your Eyes Only — Live And Let Die — The Spy Who Loved Me — Diamonds Are Forever — You Only Live Twice — From Russia With Love — On Her Majesty's Secret Service

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M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

SUBJECT:

The Making of Goldfinger*

*the role-playing adventure

BY ROBERT KERN

It isn't often in life that a dream comes true. I have been a James Bond fanatic for almost twenty years now. When given the chance to come on board to help with the James Bond game, my answer was out of my mouth before the question was even finished: "Sure! Of course! When?!" It was even more surprising that I was going to get paid for this.

During the game's development, though, I was commissioned to also develop one of the first two adventures for the game. There were obvious reasons for choosing "Octopussy" as one of the adventures since it would be fresh in the minds of the public. For the other, we decided to do "Goldfinger," since we considered it one of the best done and most memorable of the movies. Ironically, "Goldfinger" was the first Bond movie I ever saw.

Tempering my adolescent enthusiasm with a healthy dose of what I hoped was professional objectivity, I sailed into the first adventure outline and smack into my first rocky reef. Amazingly enough, it was the movie itself. I want to go on record saying that I think "Goldfinger" is one of the most stylish and witty Bond movies produced. In it the character of James Bond finally came to maturity. But there was a major problem with turning the movie into a playable adventure: there is very little action that Bond initiates in the movie.

We decided to eliminate the opening scenes in Miami because the number of pages in the adventure would only allow so much description. Also, players might decide, after meeting Jill Masterson, to leave Miami rather than repeating the part of the movie where Masterson is killed.

The scene could also force a confrontation with Oddjob too early in the adventure in which players expecting the assassination attempt might have their characters lay in wait to gun down the Korean when he came through the door. In the movie, Bond was not yet aware of Oddjob's existence and so was easily ambushed. So we incorporated that scene as part of M's briefing to give players an idea of how cold-blooded Goldfinger can be.

From that point until the Aston Martin chase in Switzerland the movie's strengths lie in the dialogue and the characters, especially the golf course scene. This encounter between Goldfinger and Bond, while captivating to watch, would never hold the interest of players.

Also, it was necessary to let the players know that the adventure was not a replay of the movie. So I added Auric Mining right at the beginning of the adventure. This also served to add more player decisions by adding an extra location. Also, because Auric Mining was not in the movie, the players would begin the adventure making original decisions and not relying on their memory of what Bond did in the movie. I hoped this trend would continue throughout play.

The Aston Martin chase was kept because it was one of the most exciting scenes from the movie. But, after the movie chase, Bond is captured and does little more than observe Goldfinger, overhear his plan, and indulge in witty repartee. The only significant turn of events is the reformation of Pussy Galore. In the movie, we didn't know she removed the real nerve gas canisters because it heightened the suspense during the raid on Fort Knox. Even Bond wasn't sure he had

had any effect on her loyalties.

This would never work during play; the player would blow away Hero Points and then sit back to relax, confident that it was not the calculated risk in the movie but a sure bet. This would never do, so the Seduction of Galore takes on a slightly different importance in the adventure, but it is still there.

Bond finally goes into action after being locked in Fort Knox when he battles Oddjob. We wanted to keep this battle but, for reasons explained below, it could not occur at Fort Knox.

The final thing we changed was the possibility of an NPC having to come to the character's rescue. We didn't want to have the nuclear physicist coming in to turn off the bomb seven seconds before detonation. The characters would have to be able to save the world.

The need to alter the scenario from the movie plot presented the first major design problem: what can you do concerning gold that would have worldwide repercussions? It was decided mutually that having Goldfinger just attack another gold repository would be taking the easy way out. In order to decide what Goldfinger was up to I would need in-depth information about gold and its role in the world.

So I began doing the most important activity any designer performs – *research*. I studied gold: its properties and uses, how it is formed, where it is found, how it is refined, etcetera. The research on gold led me to research each area in the world it is mined, what would happen to economies around the world if it disappeared . . . you get the idea. The research became very important later on in the project, and in this article.

With all this information I was still at sea, although it was a bigger sea than when I started, so I took another approach and decided to single out the elements that should be retained from the movie. In a mass meeting of the people involved at Victory Games, we decided on several elements. It should be noted that these meetings never sounded like a mutual admiration society. There were some fierce debates over what was important and what wasn't. Looking back on it now, I don't think the adventure would have been as good if the meetings were acquiescent. These meetings have since become a standard step in the development of any new adventure.

It was decided to keep the basic locations with the addition of a new one. The Aston Martin would stay, as would the atomic bomb. In addition, we decided to retain Tilly Masterson, Dr. Ling, an opportunity for the famous laser table scene, the famous gold smuggling ploy using the Rolls Royce, and a few other elements. (I'm reticent to delve too much into the plot since there may be people reading this who wish to play it.)

But still there was the problem of what Goldfinger's master plan was. Would Goldfinger be extorting millions of dollars worth of gold from major world powers, or would he be developing some innovation in an established gold application to steal more gold, or . . . the list goes on. The one thing we were sure of was that Goldfinger's plan had to reflect his lust for gold, or he wouldn't be Auric Goldfinger.

Without giving anything away, the decisions on what to keep and what not to keep were important considerations in the plot. I had to design around many of the elements to make sure they were in the adventure for a purpose and not just for chrome. The ramifications of any element had to be thought out and accounted for. We were also determined to have the adventure relate to the real world, so I tied Goldfinger's motivations and master plan in with the developments in the gold industry since the original script was drafted back in the '60s.

It may seem a little strange to worry so much about reality in the James Bond series, but after reviewing and studying the movies, I was convinced the plots and schemes of the Major Villains were not entirely beyond the realm of possibility. In fact, during the filming of the movie *"Octopussy,"* it was discovered that someone was smuggling jewels out of Russia using a circus. Compare the laser satellite in the movie *"Diamonds are Forever"* with the plans for modern combat satellites, and suddenly the movies aren't all that far-fetched.

This striving for realism, or as I prefer to call it verisimilitude, extended beyond the plot itself. Most people have a set idea of what kind of man Goldfinger is if they have seen the movie and I wanted to be true to the mythos in the adventure and in the descriptions I did for the game. In the



“When I broke [the golf match] down to simulate it, I discovered that to give a detailed result would require rolling for each drive and putt. Gerry Klug reminded me of the most important aspect of designing: Keep It Simple.”

hands of an inexperienced GM, Goldfinger's character could have been portrayed as an overdrawn caricature. Therefore in the adventure I gave him personality guidelines to help GM's portray him properly.

When I sat down at my typewriter (yes, I admit to still having a typewriter), to turn out the first playtest version I had to make the adventure playable using the rules in the Basic Game. This was not a difficult task since the Quality Results System is flexible enough to handle just about any situation. The problem came when deciding the order and number of rolls. I originally had the devices on the Aston Martin forcing player and GM to make several rolls for the sake of reality. I had pictured in my head what would actually happen and devised the result accordingly. But the number of rolls and results got too complicated and redundant. It was then that Gerry Klug reminded me of the most important aspect of adventure designing: Keep It Simple. Never use three rolls where one will give you the same result. Complicated rolls and results may specify conditions down to the number of breaths taken, but it slows down play tremendously.

This became important when I designed the resolution of the golf match. Being a non-golfer, I relied on people I knew who had played the game for some time. When I broke the game down to simulate it I discovered that to give a detailed result would require rolling for each drive and putt. Then I would have to give a method for resolving shots into the rough and woods. And so on, and so on. Most of this would delight golfers but would bore non-golfers. So I gave the bare minimum, letting the narrative serve as a guide for a more involved play as the GM saw fit.

The major NPCs were relatively easy since Goldfinger's, Galore's and Masterson's personalities were clear from the movie. In addition to those people, I had to write backgrounds for minor NPCs who were never developed in the movie. One of the most interesting was Oddjob. Oddjob is an accepted force in the movie. His loyalty to Goldfinger is never questioned nor explained, it just is. Making sure all the NPCs had believable motives and desires required some serious thought. So I developed an uncomplicated background for Oddjob, which explains his devotion to Goldfinger.

Another example is the elderly lady who operates the front gate of Auric Stud and, in the movie, opens fire on Bond. I felt she needed some sort of background since it was possible the characters may corner and question her. If her actions in the adventure were the same as the movie, I had to come up with a history that explained why this woman was at Auric Enterprises and why she would open fire. Or, if she does not act as she does in the movie, how she can help the characters and what she knows. (Again, I am not being too specific so the fun is not spoiled for potential players.)

This desire for verisimilitude and to capture the flavor of a Bond adventure started us thinking about the format we would use. This was especially important here since *"Goldfinger"* would serve as a prototype for future adventures. I have long felt that room-to-room adventures limit the role-playing capacity of any scenario. They treat each room as a separate entity with little regard towards the overall picture. It was decided that the Bond scenarios would not be that, but would be what we termed situational Modules. This format describes the area and its functions

Alienating Yourself

Science Fiction Races For Lords Of Creation: Part One

BY TOM MOLDVAY

For simplicity, and because of space limitations, all beginning characters in *Lords Of Creation™* are Human. But player-characters need not be limited to Humans. This article briefly describes a number of races from *The Book Of Foes™* that could be player-characters based in a science fiction setting. A more detailed description will be published as part of a future adventure module, but this article will serve as a basis for generating science fiction player-characters.

Each listing will give a physical profile, psychological profile, and political profile for the race. Instructions will be given for generating basic ability scores. Any inherent traits will be listed. Anything influencing starting skills or money will be given. Skill or power preferences will be listed. Finally, anything special the GM should note is given.

The description will center upon archetypes. Such an archetype will give an indication of that race's uniqueness. All player-characters are, of course, individuals who may or may not follow the archetype.

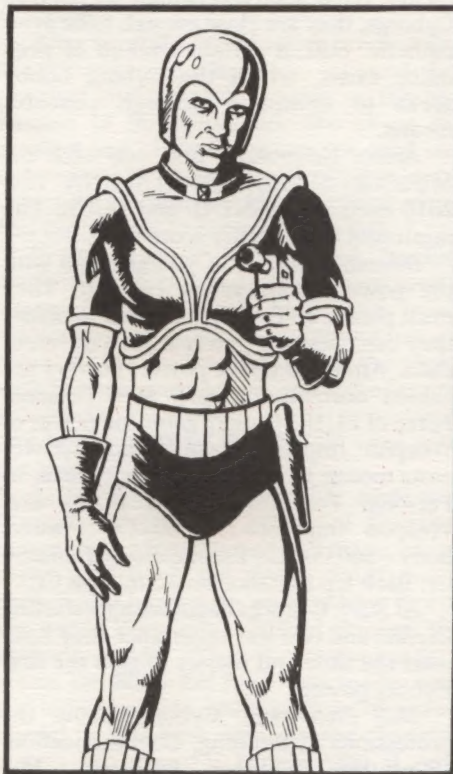
Each listing will give a minimum basic ability score for that race. Any roll which is less than the minimum basic ability score can be rerolled (until a score equal to or greater than the minimum is generated). The minimum basic ability scores are a balance factor to help keep the various science fiction player character races reasonably even at the start.

The character generation system assumes a futuristic setting dominated by Humans. In fact, the setting is the same as that described under "Imperial Terra" in PART 8 of the rules, and in the prologue for the "Survival Run of the Starnomads" adventure published in *Heroes* magazine. The skill and money limits are based on the fact of a Human-dominated setting. Thus, Humans start with more Credits and more skills because it is easier for them to obtain both. Credit and skill limitations also serve as a balance factor.

Characters generated for a science fiction setting will be useful for an adventure module tentatively entitled "Voria". Since at the present time (February, 1984) the adventure is still in the initial design phase, it is not possible to give even a tentative release date for it.

The Game Master should note that, while an attempt has been made to balance starting characters, some character types begin (on the average) as more powerful than other types. We hope that players will choose a character type that interests them

rather than one which seems more powerful at the start. Any differences at the start become unimportant when one considers the long road to becoming a Lord of Creation. As usual, the Game Master can modify any rule where he feels such change would be useful.



ANDROIDS

Physical Profile: Androids are artificial life forms created in chemical laboratories. Most Androids begin life as adults with pre-programmed conditioning. It requires a detailed biological analysis to tell Android bodies from normal Human bodies.

Psychological Profile: Since Androids are raised under clinical conditions, and are pre-programmed by computers, they tend to be more detached and less emotional than Humans. Androids take pride in their aloofness and rationality. Such traits are, however, primarily environmental. Androids created in the fetal stage and raised by Human families show normal Human emotions.

Political Profile: While Androids are legally equal to Humans, reality seldom bears out theory. The degree of prejudice varies from mild sarcasm to wholesale purges. To combat this prejudice, The Android Society has built several space habitats that serve as refuges for Androids. Androids tend to side with the Starnomads

against Imperial Terra.

Ability Generation: Roll 2d10+1 for all five basic abilities. The minimum ability score is 7.

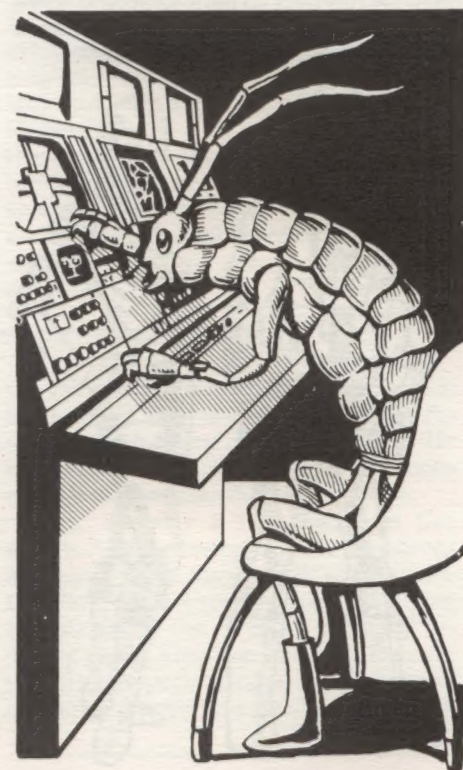
Inherent Traits: Normal Android armor is -1.

At Start: Androids begin with one less skill than is normal. Hence, an Android with a Personal Force of 8 would only have 7 points to spend on skills. Androids start with 1d100 x 10 Credits.

Skill Preferences: Androids prefer the professions of Bureaucracy, Communication, Computer, Engineer, Futuristic, Medical, and Scientist.

Power Preferences: Androids prefer the power classes of Projector, Somatron, and Mentat.

Notes: Androids can be designed to meet special conditions such as high gravity or a normally poisonous atmosphere. Androids of non-Human races could also be created. The generation of specialty Androids and non-Human Androids is left to the GM's discretion.



ASTREGANS

Physical Profile: Astregans evolved from a line of parallel evolution similar to Terran crustaceans. To most Humans, Astregans look like walking crayfish, but their physiology is actually much more sophisticated and varied. They stand 6 feet tall and weigh about 200 pounds. They are

bipedal and have two long antennae sticking up from the top of their heads.

Psychological Profile: Astregans are a highly social race. They consider the good of the group to supercede the good of the individual. Astregans are logical in a calculating manner, trying to maneuver until the odds are in their favor.

Political Profile: The Astregans are an older race than Humans. Before Humans developed space travel, the Astregan-Draconid alliance dominated the galaxy. The Astregan Hegemony has suffered from the expansion of the younger races, in particular, the Humans and the Felines. The Astregans are still, however, a power to be reckoned with.

Ability Generations: Roll 4d6 - 1 each for MUSCLE, SPEED, and STAMINA. Roll 2d10 each for MENTAL and LUCK. Their minimum basic ability score is 6.

Inherent Traits: Normal Astregan armor is -2.

At Start: Astregans begin with one less skill and 1d100 x 10 Credits.

Skill Preferences: Astregans prefer the professions of Bureaucracy, Communication, Futuristic, Medical, and Social.

Power Preferences: Astregans prefer the power classes of Clairvoyant, Telepath, and Mentat.

Notes: Astregans will naturally protect fellow Astregans before helping other characters. The sense of group welfare often carries over to their Draconid allies. The word "Astregan" is a transliteration of their name and means "The People".



CYBORGS

Physical Profile: Cyborgs are Humans who have been altered with mechanical parts. Because of tissue rejection, the ability to become a Cyborg is classed as a power. Some Cyborgs are virtually indistinguishable from a normal Human; others are virtually indistinguishable from a normal machine.

Psychological Profile: Not unnaturally, Cyborgs have a close affinity to machines. Even those individuals who were not mechanically-minded before the Cyborg operation quickly became so since their welfare depends on their mechanical aptitude. Since Cyborgs are often elderly people replacing worn out physical organs with mechanical ones, Cyborgs have a reputation for caution and wisdom.

Political Profile: Cyborgs are more readily acceptable to Humans than Androids. Nearly everyone in the future has some relative with a mechanical implant since such operations are less expensive and more reliable than biological replacements. While such individuals are not true Cyborgs, they are close enough to be sympathetic. Still, a certain amount of prejudice exists, which the Cyborg Lobby seeks to eliminate through peaceful means.

Ability Generation: Roll 4d6 each for MUSCLE, SPEED, and STAMINA. Roll 2d10 each for MENTAL and LUCK. The minimum basic ability score is 6.

Inherent Traits: All Cyborgs begin with the power of Recycling Implant. They must choose all five Cyborg powers before they can choose a power from a different class. After the initial power, powers are gained normally. Hence, at a Personal Force of 11, the Cyborg gains the power of Weapon Implant. Each Cyborg power costs money in addition to the increase in Personal Force. Suggested prices are: Weapon Implant = 100,000 Cr; Plasteel Body = 500,000 Cr; Exoskeleton = 1 million Cr; Back Up Metabolism = 5 million Cr.

At Start: Cyborgs begin with no starting Credits and two less skills since they have used the time and money to gain the first Cyborg power.

Skill Preferences: Cyborgs prefer the professions of Building, Communication, Computer, Engineer, Futuristic, Mechanic, Medical, Pilot, and Scientist.

Power Preferences: After taking all 5 Cyborg powers, Cyborgs prefer the power class of Magneto.

Notes: The GM may wish to design specialty Cyborgs and non-Human Cyborgs.

DRACONIDS

Physical Profile: Draconids evolved from a parallel evolutionary line approximating Terran lizards. To Humans, they look something like small, intelligent dinosaurs. Draconids are bipedal and have a long, thick tail. They stand 8 feet tall and weigh about 300 pounds.

Psychological Profile: Draconids are easy-going and whimsical. They are highly individualistic. Draconids trust their intuitions and have a highly developed "Cult of the Lucky." Individuals with consistently good fortune, or who have a streak of phenomenal luck, become folk heroes and their stories are passed on from generation to generation.



Political Profile: Draconids are the oldest known space-faring race still in existence (other races preceded them into space but they have long since become extinct). If not for their easy-going nature, the Draconids could have dominated the younger races when they first expanded into space. Now it is too late. The Draconids have especially suffered from Human and Feline expansion. Even so, The Draconid Republic remains one of the most powerful space-faring nations.

Ability Generation: Roll 4d6 + 1 each for MUSCLE, SPEED, and STAMINA. Roll 2d10 for MENTAL. Roll 3d10 for LUCK. The minimum basic ability score is 6.

Inherent Traits: Draconids have a prehensile tail which can be outfitted as a mace. The tail gets a special attack. Its chance to hit is base 5 plus the individual's Initiative Bonus (plus any mace skill). Damage is as a mace. The tail can never make more than one attack in a turn, but the attack is in addition to other, normal attacks.

At Start: Draconids begin with 1d100 x 10 Credits and one less skill.

Skill Preferences: Draconids prefer the professions of Detective, Espionage, Futuristic, Master Criminal, Pilot, Stage Magician, Street Criminal, and Theatrical.

Power Preferences: Draconids prefer the power classes of Poltergeist, Clairvoyant, and Telepath.

Notes: The word "Draconid" is a translation of their name for themselves. It means "The People of the Lizard".

FELINES

Physical Profile: Felines evolved from a parallel evolutionary species similar to the Terran great cats. To Humans, they look like giant walking housecats. In reality,

History of the Lunar Empire

Part Two: Skyburn and the Coming of the Conquering Daughter

BY GREG STAFFORD

"Then the Goddess danced her last dream upon the face of the earth sketching out her plans for her heavenly and temporal domains, and revealing the secrets of her inner soul to the High Initiates of the Lunar Cult. Then she took the ground that she had danced upon and, wrapping it about her like a cloak, she ascended into the sky — rising higher and higher into the Upper Air where she now sits and turns slowly, looking over her domains in history and myth from the heavens.

"Upon the surface world the Red Emperor was left in the void of the Goddess' departure. He summoned the first of his Inspirations. With the other High Initiates he led them in the Dance of Returns and drew upon the world the plans and dreams where they could live, giving strength and comfort to those who had created the dance, and making secret doors for the reaching of the Goddess and other worlds.

"Where the Goddess had taken the earth for herself was left a great gaping hole whose bottom no mortal knows. Its sides are lined with steep, impassable walls, but one entrance is available. This is protected by the capital city of the Lunar Empire, called Glamour. It is also called the First Inspiration of Moonson. From there the ever re-incarnating Red Emperor rules over the Empire while his scarlet mother watches from overhead."

—translated from:

The First Teachings of Moonson

The Blood Kings' Wars

The West Reaches of the new Lunar Empire erupted almost immediately following the ascent of the Goddess to the sky. Heirs to Carmania, true and false, launched a furious war in the misguided hope that the Empire would be weaker without their Goddess present. The Red Emperor led his army to meet the invaders and gained the first of many victories. He left Vakthan, one of his sons, in charge of securing peace upon the West Reaches, and returned home with most of his army.

The Vakthan-ilarl clan ruled the Oronin Sultanate at the time, and waged a private war against the foes afterwards by maintaining an aggressive position. Forts were established in the Brass Mountains and were used as bases for war.

The entire Wane was spotted by war in this sector as the Empire and the Sweet Sea Confederation raided, prodded allies to war, and attempted to seize land. The area

was more of a place for skill and adventure than large-scale invasions, although the latter did occur. We have no dates or names except for the opening fight, mentioned above.

This long struggle was a triumph for the Vakthan-ilarl clan. It officially ended in the next wane (2/12) when the Joker Prince of Worian threw his children into the raging Esel river and beheaded himself atop his fortress.

Dara Happan Rebellion & Jannisor's War

The Tripolis of Dara Happa had been liberated from the Carmanians in the Zerc Wane by the Goddess, but although bound by treaty and oath, the Tripolis was not a portion of the Empire. Additionally the god Alkoth had never sworn to a treaty with the Goddess.

When the Emperor forbade Dara Happan river boats passage north of Elz-ast, the Tripolis ejected Lunar government officials from their cities. Lunar agents incited some Kostaddi tribes to revolt, but failed to bribe the Sable High Queen. The Tripolis seized all the property of Lunar citizens and sent them into exile, then began searching for allies.

Jannisor the Hero, a native of the Imther region, was one of the allies. He had gained his great fame and Herodom for the feat performed in 1/15 called "Jannisor's Triumph," wherein he imprisoned the Crazy Tribe. This tribe of mad people were the survivors, and descendants, of the (first) Battle of Chaos fought in 0/12. They had been wandering south through Jarst and Garsting wreaking havoc upon land and spirits, and defeated several tribal armies which attempted to fight them. Jannisor made new magics, depending on the local earth nymphs to imprison the mad people with the nets which the Hero had made. The act was successful, and the first of the Mad Sultanates was formed in Tork. From this Jannisor gained the name *Chaos-Binder*.

In 1/24 Jannisor answered a Dara Happan plea and raised an army of Laramite and Wilkart tribal warriors and magicians to accompany him. Two successive battles were fought at Einar's Farm (1/24) and Vashpolis (1/25) where Jannisor led the Dara Happan army and allies to crushing victories. In 1/26 the Red Emperor was maimed and his spirit bound within his body after a personal duel with the enemy Hero.

In 1/28 Jannisor led a volunteer army

against the city of Glamour. The Outer City fell easily to his eager and skilled troops. The Great Bridge was assaulted and carried, and the cheering army entered the sacred city upon the wake of a Sable warband. Jannisor was aware that the Sable Folk were immune to the Lunar influences outside of the Inner Walls, but he seemed ignorant of the deeper contacts between the "Lunar Deer" people and the Red Goddess. This proved his undoing, and the Hero was killed by the Elder Star Twin, while the Sable People received the secrets of inspiration from the Younger Star Twin. The army of Glamour drove the rest of the invading army mad, to death, or to slavery.

There followed ten years of sieges to conquer the Dara Happs. The cost was great, but the Dara Happan river allies were bought off and their mighty fire deities were dimmed by the growing Lunar Glow. By 1/38 the city of Alkoth, always the most powerful, surrendered, and their deity humbled before the Goddess, and accepted the pantheon.

The Char-Un Affairs & Skyburn

The reason for the deterioration in Lunar and Char-Un friendship is not known at this time. It may have been longstanding, as hinted by their non-appearance among the troop lists at the first victory against the Blood Kings mentioned above. A famous Lunar vase illustration shows a mounted warrior assaulting Glamour, but we do not know if this was Char-Un.

The Char-Un legends state that their Kahn, Panishi, was cheated in a game by the Red Emperor, and robbed of his inheritance. When Panishi complained, and proved his complaint, the Emperor compensated him with "more land than you came from, more richness than your spirits could count." The Hero accepted, then learned that the Emperor had given him the realm of Erigia (the Emperor later used this method to rid himself of Ethilrist).

Erigia was, at that time, a dense conifer forest whose northern reaches were unknown to men, and whose Aldryami population had swollen after the overthrow of the elvish kingdoms of the Second Age. The prospect of nomadic cavalry overthrowing elves in their own woods looked dim, except that Panishi stirred his own magics and created a fearsome weapon.

The ritual was begun in 1/30, and maintained by refugee priests from the cities of



Yuthuppa who had taken refuge with the Char-Un Kahn. It ended in 1/32 with the spell and event called *Skyburn*.

Skyburn began at dawn, "pale fire dripping from boughtips," and increased in intensity until at noon "Hellfire pouring from the sky, burning stone and soul." By dusk the entire land was naught but glowing embers, which still smoked the next day as the Kahn led his tribe to explore their new lands.

A large number of Aldryami survived, preserved by the most ancient magics of the inner forest. They assembled and met Char-Un in a battle called Elf Hate Won, fought in 1/32. Afterwards the Aldryami turned westward, and moved over the Greystone Mountains into Fronela.

Panishi then set upon his final Quest. He accomplished this by performing three tasks for Erigia's goddess, Mother of the Forest, who had been badly offended by his actions. The successful completion of these heroic labors earned him his Herodom, and later immortalization as Founder of the Tribe. The land suffered cleansing winter until Panishi completed his task, but afterwards burst into renewed splendor for his people.

(Source: Char-Un legends, especially the "Daka Panishi," or Chores of Panishi)

Lunar Southern Expansion

The southern lands of Peloria had maintained an uneasy peace with the Empire since their aiding Jannisor. They were fearful of the Empire which erupted into a war in 1/42 when the Butterfly Princess was killed. Despite foreign intervention the land fell to the Emperor within two years.

Dara-ni, a previous subject state of Alkoth, provided refuge for the River People

and Dara Happan refugees, and held a firm alliance with the elves of Rist, and maintained powerful allies among the barbarians of Sylila.

In 1/44 the Emperor ordered a Moonburn begun, modelled on the earlier Char-Un event. The different forms of Lunar magic required five years to complete the spell, and allowed the defenders to prepare some countermagics as well, which dampened the final effect in comparison to the original Skyburn. Many portions of the land were untouched.

The Elves, caught without allies and in open ground by the Lunar Army, were killed or forced to leave their native land. They kept their Old Centers which survived, but most of the race abandoned their roots and moved into haunted Dorastor.

Colonies were planted at Rist, and warfare against Dara-ni continued. No decisive battles were recorded between 1/49 and the end of the Wane.

The Empty Conquest

Lunar contact with the peoples of Twice Blessed had been friendly ever since the Red goddess aided their Council of Queens during the Zero Wane after the fall of Karasal. In return, the peoples had maintained a helpful attitude toward the Empire, sending mercenaries and gifts to their aid. Many people from Twice Blessed tribes had studied in the Empire's schools as well, and their knowledge of the magical standing stones and their use¹ was always sought after by Lunar priests and priestesses.

In the year 2/3 (1304 S.T.) all Twice Blessed peoples were expelled from Karasal and South Eol, and their lands and proper-

ties were impounded. This event, called the Salt-diamond Incident (for reasons now long forgotten) also included the military seizure of two strategic forts in Eol. Another motivation was to seize certain *door stones*² to trade to the dwarves of Yolp.

The peoples of Twice Blessed knew better than to war against the Empire, and so withdrew to their forts and their islands in the Thunder Delta.

In 2/29 (1330 S.T.) trouble broke out anew when the Sultan of Karasal attempted to throttle a visiting Etyries merchant named Erian Soor. Erian managed to kill him first through luck and, when set upon by the Sultan's guards, called upon the ancient powers of Twice Blessed. After a miraculous escape she and her party were joined by kinsmen who had hurried south to heed her mystic summons.

At the Poralister River she was met and

¹The magic wielders among the Twice Blessed peoples had discovered some secret to the use of stone arrangements which dot the Pelorian Basin and other parts of Glorantha. Those Twice Blessed shamans could draw power from the stones to aid in the casting of their magics, and naturally the Lunar priestesses were very interested in learning the secret.

²Door Stones (not to be confused with the stones of power discussed above) are thought to be lost treasures of the Mostali. Mostal lost them on his way from his workshop beneath the Spike to the Court of Acos to deliver special locks (the Door Stones) for use by the gods when they became jealous and territorial. Only the ancient Mostali know the spells of their use. They remain only curiosities to surface dwellers.

engaged by Aronius Jaranthir, a Lunar nobleman commanding a company of heavy cavalry. Aronius was nearly killed and his cavalry thrown to the earth by her magic, and the priestess Erian lost a foot and half of her powers in the struggle.

Parg Ilisi, a general noted for his skill in dealing with barbarian tactics, was dispatched with picked troops to teach the people of Twice Blessed a lesson. To combat the great magics of the land, several schools of magicians were also sent to accompany him.

After a year of fierce combat, in the year 2/31 (1332 S.T.), the Eldest Elder of the Council of Queens offered herself as a sacrifice for her people. She promised that her people would give up all of their lands, possessions and lives, but not their beliefs or souls. Parg Ilisi proceeded to take all that was offered and, with a cruel twist of Lunar magic, stole their souls as well. Free to act as he desired; the demented general proceeded to rape the land, people, and powers of the region.

The subsequent horror is a blot on the Lunar name, and an eternal shame that was allowed to continue for ten years. By the year 2/41 (1342 S.T.) the stories of Parg Ilisi's horrors and debauchery began to spread to the other Lunar provinces, forcing the Emperor to act lest the provinces rebel. On touring the once beautiful land, he was staggered by the destruction and personally dispatched demons to drag Parg Ilisi to the pits of perdition. The Emperor lamented and mourned for a week, then rose and granted all survivors of Twice Blessed these things: (1) return and restoration of all bodies, souls, beliefs, and properties if possible; (2) a propitiatory sacrifice every eleven years, offered to the survivors or their decedents until the recipients should decide to release the Empire from this task; (3) imperial protection of lives, properties and beliefs for as long as the Emperor shall live; (4) freedom from taxes.

In return for this astonishing gift the people of Twice Blessed agreed among themselves to embrace the Lunar Way, and changed the name of their lands to Thrice Blessed to mark the magnitude of the gift.

This whole episode is called *The Empty Conquest* in Lunar annals.

The Bindle Wars

The Kingdom of Bindle was the most powerful of many such territories bordering on the Sweet Sea. The lands between the Brass Mountains and the sea were all Bindle territories providing good, rich grazelands on the interior, and three large cities upon the sea: Talst, Prin and Banlot. The Bindle navy controlled the eastern sea and the Upper Poralister as well, and its river ships plied their trade as far within Peloria as they were allowed.

In 2/25 (1326 S.T.) Bindle, aided by other Sweet Sea allies and the Char-Un tribes, went to war against the Empire attempting to seize territory in the West Reaches, Spol fell, and the forts of the Brass Mountains were besieged, but in 2/30 (1331 S.T.) the Char-Un changed sides and the Bindle army

TIMELINE OF THE FOUNDATION OF THE LUNAR EMPIRE

SOLAR TIME	EVENT	LUNAR TIME
1220	<i>Birth of the Red Goddess</i>	0/0
	<i>"First Victory" battle</i>	
1226	<i>Battle of Eleiu Hararn</i>	0/6
1228	<i>Battle of Seven Horses</i>	0/8
1232	<i>(First) Battle of Chaos</i>	0/12
1235	<i>Tripolis Liberated</i>	0/15
1238	<i>Fall of Elz-ast</i>	0/18
1241	<i>"Four Arrows of Light" battle</i>	0/21
1245	<i>Battle for Castle Blue</i>	0/25
1247	<i>Apotheosis of the Goddess and Ascension into the Sky</i>	0/27
1250	<i>Start of Blood Kings War</i>	1/3
1262	<i>Jannisor's Triumph</i>	1/15
1271	<i>Battle of Einar's Farm</i>	1/24
1273	<i>Maiming of the Red Emperor</i>	1/26
1275	<i>Assault of Glamour</i>	1/28
1279	<i>Skyburn</i>	1/32
	<i>Elf Hate Won</i>	
1285	<i>Alkoth Surrenders</i>	1/38
1289	<i>Butterfly Princess Killed</i>	1/42
1296	<i>Moonburn</i>	1/49
1304	<i>Salt-Diamond Incident</i>	2/3
1313	<i>End of the Blood Kings War</i>	2/12
1326	<i>Bindle and allies invade Empire</i>	2/25
1330	<i>Assassination attempt on Erian Soor</i>	2/29
1331	<i>Invasion of Parg Ilisi</i>	2/30
	<i>Char-Un changes sides</i>	
1332	<i>Sacrifice of the Council of Queens</i>	2/31
	<i>Coast of Bindle razed</i>	
1332-1342	<i>Shame of Ilisi</i>	2/31-2/41
1342	<i>Doom of Ilisi & Gift of the Emperor</i>	2/41
1347	<i>Daughter's Road campaign begun</i>	2/46

SOLAR TIME – Solar Time is the measure of the amount of time needed for the sun to cross the sky. One day passes as the sky traverses the heavens, and one night is required for it to cross the underworld. Other, larger units of time are drawn from the basic day. A week is seven days, one for each of the five elements, one for the gods and Wildday. Eight weeks make a season, and there are five seasons to the year.

LUNAR TIME – this system was begun with the birth of the Red God-

dess in the year (Solar Time) 1220. Twenty-seven years later she departed the earth, taking a fair portion with her, and rose into the heavens. For 27 years after her departure, her earthly belongings suffered a decline in power, mana, and then for the next 27 the mana again grew. These 54 year cycles are termed Wanes. The goddess' time upon earth is termed the Zero Wane, the next the First, and so on. The passage of Lunar days and seasons is identical to Solar Time.

was defeated in two successive battles.

In 2/31 (1332 S.T.) Orlik Bearface, a mercenary working for Bindle, boldly led a devastating raid into Char-Un territory and flailed the Char-Un's sacred Great Horse.

Retaliation was swift and fierce, and the horsemen swarmed across the Bindle farmland, sacking the interior and successfully assaulting Talst. The rest of the kingdom surrendered, but the barbarians would not be appeased and attacked a second city: Prin.

Aronius Jaranthir, recovered from his wounds and now a famous Lunar general, finally drove off the Char-Un in 2/34 (1335 S.T.) and began a program of resettlement and rebuilding of the devastated West Reaches. His efforts finally led to a conversion of the inhabitants to the Lunar Way, but because his family was not a member of the powerful and ruling Vakthan-ilart clan,

Aronius and his heirs never gained Sultan status within the Empire. However, their insistent presence and native loyalty assured that no other clan or cult could rule there. As a result, the region was finally given Citizen-Foreigner status in 3/30 (1385 S.T.).

The Conquering Daughter

Hwarin Dalthippa was a daughter of the Red Emperor and a High Priestess in her own power. She had been present at the resettlement of burnt Rist in 1/49 (1296 S.T.), and was the leading peacemaker with the earth spirits there. Under her leadership the Lunar colonists were established and she gained many estates in her own name.

In 2/8 (1309 S.T.) she married Ingkot Axe-and-a-half, the most powerful chieftain among the Sylilan clans, and together they quickly subdued all of that land.

OF HORDES AND HEROES

The Personalities of *Elric*

BY GLENN RAHMAN

Michael Moorcock began his Elric of Melniboné series in 1961 with *"The Dreaming City."* Many short stories and novelettes followed. Finally, DAW Books collected the re-edited tales and published them as a series of six books.

Elric of Melniboné is an albino weakling. His survival depends upon a symbiosis with a demon in sword-shape, Stormbringer, which he discovered during a quest in an alien dimension. Stormbringer more than kills; it annihilates the souls of its victims. Absorbing their mystical energy, it shares a portion of what it steals with its owner, Elric. Upon this concept is built a vast world of weird lost cities, monsters, shining kingdoms, beautiful women, sorcerers and a pantheon of Chaotic and Lawful gods vying to rule the universe.

Much of this color and magic has been incorporated into Avalon Hill's 1983 release, *Elric*. Scores of heroes, villains, creatures and gods are presented as individual units with unique capabilities.

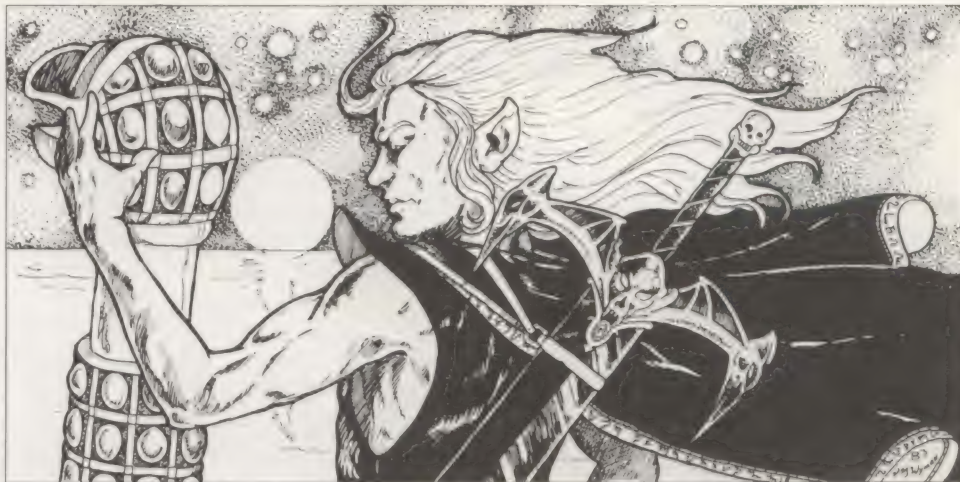
After observing the play of both Elric fans and gamers new to the mythos, this writer has noticed that there is fun for all — but a working knowledge of the background behind the many special counters of *Elric* adds a special pitch of excitement.

This article shall offer a series of short character sketches based on *Elric* and the Moorcock novels. Only the heroes of Melniboné and the independent hordes shall be described at this time.

The Melnibonéans

For ten thousand years the Melnibonéans, the special favorites of the Lords of Chaos, dominated their unnamed world — a world which may be a universe parallel to our own, or the prehistoric reality of the planet Earth. They were not human. They differed physically, with tapering faces, high cheekbones and slanting eyes. Pale of skin, they had soft, flowing hair, usually dark and worn long. They differed even more mentally and morally. In their own minds they supported neither good nor evil — striving for racial self-interest only. They held nothing sane nor insane. To them what a man was, he was; what he did, he did.

In its prime, Melniboné, the first civilized land, went forth over all the known world, conquering the brute savages of the rising human race, imposing their rule and their trade. Behind the impassable sea maze, the home island of Melniboné was safe from the hatred of the inhabited world. Many human slaves were brought to the city of Imrryr, to be raped, tortured, worked and killed as suited the fancy of the



Elric: "Born a weakling, he became the world's mightiest warrior. He alone quested for the meaning of all existence, only to learn the helplessness of all mortal things."

world-conquerers.

But with countless years a peculiar social and political decadence took over Melniboné. They neglected and forgot much of the wisdom the Lords of Chaos had imparted to them. Their population dwindled, their world-dominating squadrons of dragons shrank to a small, always-sleeping force, of use only on the infrequent times when Melniboné came under attack. Revolts threw off Melnibonéan rule in one place after another, but the ancient race had grown too disdainful of outer affairs to properly stamp them out. By Elric's day even his people's small home island had grown too great for their lost ambitions. Rarely did anyone except slaves leave the under-populated capital of Imrryr, and then only to gather the wild roots which, by chewing, their masters were able to reach a somnambulant, drugged ecstasy.

But their harshness did not abate. Nobles like Elric's cousin, Yyrkoon, kept "Pleasure Chambers"; torture chambers where victims not only lost their lives but were made thralls to the demons which the nobles wished to placate.

When the rising human kingdoms suspected the internal decay of Melniboné they lusted for its gathered treasures of ages. Many piratical raids were launched against the sea maze, but Elric's people remained able to defend their own shores. Only when Yyrkoon betrayed Elric did Melniboné meet its doom. The prince made cause with the raiders and led them in the pillage and burning of the Dreaming

City. Only Elric's ship escaped destruction but the day of Melniboné was done. Its survivors elected to abandon the island and seek a new life in the Young Kingdom.

In *Elric*, the unique defensive capabilities of the isle of Melniboné was treated in the sea maze rule. No unfriendly unit may land upon the island unless accompanied by Elric.

While the typical Melnibonéan seems to be a cold and dissipated individual, the Melnibonéans whom we meet in the stories often vary greatly from the general type.

Elric: Rather than attempt to summarize Elric's many adventures, let it just be said that he is his age's greatest paradox. Born a weakling, he became the world's mightiest warrior. Of all his people, he alone quested for the meaning of all existence, only to learn the helplessness of all mortal things in the games which gods play. His greatest wish was for Melniboné to utilize its powers for good; in a rage he destroyed it and all its potential. He varied from his race most of all in his compassion; yet almost without exception his loved ones perished by his sword as wretchedly as did his enemies. He walked under the shadow of doom all his life; but in the end he was the last mortal creature left alive on a world swept clean of life by the war of Law and Chaos.

The Elric unit in the game is governed by several special rules which emphasize the fate-driven quality of Elric and the danger which he poses for even his allies.

A player's alliance with Elric is always tenuous and fleeting; he never knows when he must yield control of Elric and randomly redeploy him. The Melnibonean prince is mighty in battle, but he might afterward slay the personality which controls him and be redeployed out of one's control. He is a unit which must be brought to bear quickly for a crucial objective. Then, lookout!

Cymoril: Featured in *"Elric of Melnibone"* and *"The Weird of the White Wolf,"* Cymoril is Elric's cousin as well as his first and best love. She was beautiful and much more confident and natural about her beauty than the painted and overdressed women of the court. Cymoril had a clear intelligence and a morality which was close to human. Even so, her Melnibonean logic often showed through, advocating the death or exile of her brother, Yyrkoon, before he had a chance to endanger the state. Elric usually ignored her counsel with catastrophic consequences. Cymoril had a natural aptitude for controlling the elementals and would have become a skillful sorceress had the jealousy of Yyrkoon not obstructed her studies.

Once his rebellion was an open affair, Yyrkoon went to extremes to keep his sister separated from her lover, Elric. He kidnapped her to primitive Dhoz-kam where he inflicted a sleeping curse upon her. Elric had to conquer the city and pursue Yyrkoon through the Shade Gate in order to secure her freedom.

Once restored to Melnibone, Cymoril pleaded with Elric not to go wandering and leave the kingdom in Yyrkoon's treacherous hands. He did not heed her. Shortly after the emperor's departure Yyrkoon seized the throne and placed the sleep-spell upon his sister once again.

To win her release, Elric led a host of human raiders in a plundering expedition against Imrryr. The mad Yyrkoon thwarted his effort, however, hurling Cymoril upon Elric's soul-destroying sword with his dying strength.

No woman who entered Elric's life later ever fully took Cymoril's place. In *Elric* her counter's Influence value is "7", the highest in the game, acknowledging the degree of the albino's devotion to her.

Dyvim Storm: Dyvim Storm was one of the two sons of Dyvim Tvar, Elric's distant cousin. He appears prominently in *"The Bane of the Black Sword"* and *"Stormbringer."*

Dyvim Storm was Melnibone's last Dragon Master. His training commenced at a somewhat younger age than was usual, at the time of Yyrkoon's first rebellion. He was, therefore, at least a decade younger than Elric. He must have been too young to take an active part in the defense of Imrryr during the raid that doomed the city. He shared the anger of most Melnibonean survivors at Elric, but paradoxically, the death of his father in comradeship with Elric reconciled him to his emperor.

When Dyvim Storm first appears in the series as an adult, he is a Dragon Master. At

his next appearance he is the captain of a troop of Melnibonean mercenaries. Though it is not explicitly stated, this might be the same band which his father had commanded up to his death.

Dyvim Storm's troop was one of the units of Queen Yishana of Jharkor's army when an alliance of the West sought to stem the conquering tide of Pan Tang and Dharijor. Even with Elric's help, the alliance went down before the aggressors. In the wake of the disaster, the victorious Pan Tangans allowed the gods of Chaos to come pouring into the world of mortals.

Fleeing with Elric, Dyvim Storm sought the means to stem the tide of destiny. In the course of his adventures, he acquired the demon-sword Mournblade. This he wielded while leading the last dragons of Melnibone at the battle which proved to be the Ragnarok of the Young Kingdoms. He fought heroically and was killed – whether by Mournblade, which was not found with his body, or by some attack by the enemy, it is unknown.

Dyvim Storm in *Elric* shares with the other Melniboneans the ability to use Mournblade. He is also one of the three characters which may use the Dragon spell.

Dyvim Tvar: As revealed in *"Elric of Melnibone"* and *"The Bane of the Black Sword"* Dyvim Tvar was Elric's closest male friend. He was a man of strong loves, but maintained a strict priority for these – first Elric, secondly his dragons, and thirdly his

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The White Wolf's Revenge:

More Elric Scenarios

BY JEFFREY K. SEIKEN

Elric first gained the ire of Theleb K'aarna, wizard of Pan Tang, over the disputed love of a woman – the haughty, yet coldly sensuous Queen Yishana of Jharkor. Their mutual hatred – which would span the breadth of three continents, was precipitated by the appearance of a glimmering citadel reeking of chaos in the Gharavian province of Jharkor. Queen Yishana enlisted the aid of Prince Elric after the sorcerous mutterings of her court magician, Theleb K'aarna, had failed to unravel the mysteries of the chaos citadel. Elric succeeded in banishing the citadel and its uncongenial proprietor back to the planes of chaos, but he barely survived an ensuing battle with a butterfly creature of chaos summoned by Theleb K'aarna in a fit of jealous rage. The Pan Tangian wizard immediately fled; and Elric, spurning

Yishana's offer of her kingdom's throne, vowed revenge.

Elric's vendetta carried him across the seas, first to Kaneloon at the World's Edge and later to Nadsokor, City of Beggars, and fabled Tanelorn in the Weeping Waste. Each time, though he thwarted Theleb K'aarna's evil intentions, his own thirst for revenge was denied. But Elric relished this game of pursuit with the wizard, for in a meaningless existence, he suddenly felt sustained by a purpose and a sentiment of control over his destiny.

Elric finally cornered Theleb K'aarna in the rich, prosperous city of Bakshaan; after a climactic battle fought on the ground and in the sky, Elric managed to penetrate the last defenses of the Pan Tangian wizard. Yet, like so many of Elric's other designs, this one had gone astray:

Theleb K'aarna had paid the price of his sorceries; in this chambers, Elric found only a gibbering idiot, possessed of barely a single thread of remaining sanity. Theleb K'aarna died under the black blade of Stormbringer, but in this final moment of retribution, Elric felt little satisfaction.

Elric's campaign of revenge against Theleb K'aarna covered much of the known world and the major portion of three books (*"The Weird of the White Wolf," "The Vanishing Tower,"* and *"The Bane of the Black Sword"*). Players of *Elric* can now recreate this struggle with the following scenarios.

Scenario Seven:

Elric versus Theleb K'aarna (long version)

A scenario for two players.

Player one is Theleb K'aarna, player two is Elric. Theleb K'aarna is set up in Pan Tang and begins the

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DOOM MANOR

By Richard L. Snider

I. INTRODUCTION

Doom Manor is an adventure designed for use with **POWERS & PERILS**. It can be used by following the guidelines included, or the Referee can use it as a random adventure or as a place to go when a character rolls that he has a map to a great treasure, or a friend in trouble that has knowledge of a great treasure.

NOTE — Where a friend must be saved first, the best use of the scenario will be to have the friend be a captive of the Suadan or the Fradala. The great treasure that he knows how to find will be Doom Manor.

OPENING SUGGESTIONS

A) For a party to succeed in destroying Doom Manor, one of its members must be a magic-user. If the party does not have a magic-user, they will be unable to destroy the heart of the manor unless the Lost Cavern option is included as part of the scenario.

NOTE — The adventure section lists five optional reasons for the party to face the manor. Only one of these requires the party to destroy it. If the Referee does not wish to add Lost Cavern to the adventure, he may choose another reason for risking their lives in the manor. The setting of this parameter is left entirely to the discretion of the Referee.

B) It is important that the Referee give the party cues that will allow them to figure out the various facets of the manor's personality, powers, and any other factors that will aid them in destroying it.

C) The permanent magics that exist within the manor are extremely potent. Use them with care, and with a clear understanding of the personality of the manor, or they will overwhelm the party no matter what they do.

II. HISTORICAL BACKGROUND

The following sections give details and past history important in understanding Doom Manor. Read these sections with care.

The Life of Valanas Victorian, Grand Duke Of The Empire del'Nord

Valanas was born in the year 72, the third son of the reigning Emperor of the Empire del'Nord. At the age of eight, due to his place in the line of succession, he was turned over to the Society of Arms for training as an officer. At the age of eighteen he earned his spurs and was commissioned as a Major on the Western Marches of the empire. For the next ten years he led successful punitive raids against the tribes of the west and figured prom-

inently in several border wars with A'Korchu. With the death of his father, and the ascension of his elder brother to the throne, he became a General of the empire and was given command of the Northeastern Marches.

The Grand Duke served for five years in the northeast. At the end of this time, his spies reported massive build-ups by the barbarian tribes to the north and the east. He requested permission, by courier, to counter the intended invasion with a pre-emptive attack. Taking his request as the formality it had been under his father, he attacked and smashed the enemy. On his return, he found that the Emperor had refused his request and, despite his victory, his act was considered to be nearly treasonous. Valanas was relieved of his command, stripped of his knighthood and posted as a civilian governor in the southern marches of the empire.

Valanas accepted his disgrace bitterly and resolved to live for himself, ignoring the events of the empire. No longer would he serve the land of his fathers. With his wife, the Sorceress Mariana, and his personal retainers, he travelled to the barbarous forest that was to be his new home.

The Grand Duke's first act on assuming his wand of office was to begin construction of Doom Manor, named to represent what

BASIC ADVENTURE SEGMENTS

1) **Meet the Wizard** (The Referee decides what the party's task will be and sets them on the road to Doom Manor.)

2) **Dirllar** (A pre-adventure opportunity to purchase equipment and make plans.)

3) **Moving through the forest** (The standard encounter rules apply.)

4) **Lost Cavern** (An optional section.)

5) **The Land of the Suadan** (Movement through the taboo lands of the Suadan. If the adventure is used to fill the bill in a "friend requires rescue" special event, this segment will also include a raid on a Suadan clan village to rescue the friend.)

6) **Doom Manor** (The climax of the adventure. Operations in the manor will require intelligence to gain the maximum benefit for the minimum loss. If the party fails to use the attributes of the residents and the manor to their benefit, they should not be given an easy time of it. Given the magical power of the manor, and his friends throughout the house (don't forget the rats), a head to head confrontation between the party and the manor will be likely to result in the destruction of the party.)

NOTE — As a general rule, to destroy the house, the party must arrange to get into the Hall of Life without being observed. This will require that they gain an understanding of the house and arrange to make their move when his attention is elsewhere.

he believed was the fate of the Empire del'Nord. Construction began in the year 106, aided greatly by the mystic arts of his wife. The manor was completed in the year 110. It was the largest and grandest palace in the empire, defended by Valanas's own cadre of elite veterans of the Northeastern War. Under the tutelage of his wife, he devoted himself to the mystic arts. By the year 114, the beginning of the barbarian invasions that signaled the end for the empire, he had surpassed Mariana and was a master of wizardry in many of its forms.

When Valanas saw that the death throes of the empire were beginning, he resigned as governor and retired to his manor. In the years that followed, he repeatedly refused to take command of the armies facing the barbarian hordes. Though this decision left him with feelings of great guilt, he refused to reconsider his decision.

By the year 150, the shining cities of the empire were no more. The barbarian hordes ruled all and anarchy was king. In the year 151, the Suadan entered the area near Doom Manor. When they discovered the manor, they attacked, and after a two-day battle, retired into the forest to bury their dead. Against the loss of 19 retainers, Valanas had repelled over 400 tribesmen, killing 40% of their number. After this first attack, the Suadan continually sought vengeance against "the devil of the forest." Valanas kept track of their actions through his magic, and gleefully pre-empted their attacks with magical raids before they could mass against him. For eight years, his name meant terror to the Suadan.

In the winter of 158, Mariana was captured by the Suadan during a raid. To break the strength of the devil, they took her far away from the effect of his magic and tortured her severely until she died, then left her body outside the manor for the grieving Valanas to find.

After three weeks of exacting terrible vengeance on the Suadan, Valanas was overcome by guilt over his wife's death. He buried himself in self-pity and the magical arts, hoping to return Mariana to the living. During the year he spent in this morass, his retainers left him, sure that he had gone insane. In the spring of 160, alone in his manor, he was attacked by over two hundred Suadan warriors. He repelled them, but the cost nearly killed him.

Valanas now realized that his death was near. He stubbornly resolved that no barbarian swine would ever take his manor — a place blessed by his wife's presence for so many years. He cast powerful rites of eldritch magic that lit the night, while the warriors of the Suadan and Fradala massed to destroy him. Three days before their great attack, he completed his magics and cast his final rite of power into the house. On midnight of the Vernal Equinox, in the year 160, Valanas Victorian's soul was trapped between life and death, and Doom Manor was born.

NOTE

If Valanas Victorian is taken from the casting circle, he will live again. In this case, use the statistics below for him and derive his

personality from the above history.

HPV 28	OCV 14	DCV 11	CEL 11	
S 22(+1)	St 48(+2)	D 9	A 12	C 39(+2)
I 160*	W 64	E 12	Em 30	Ap 40
MR 10	NAV 0	MDV 34	EnL 103	CDF 11
HC 44%	DTV -4	PR 8	Dodge Value 0	
MEL 16	EL 8	Casting Ability 300		
Height 69 inches	Weight 142 lbs.	Age 78		

*Valanas is a trained Natural Magician for Wizardry. His orientation is Balance.

EQUIPMENT

Fine robes, Broadsword, dagger, necklace, signet ring, ring (see below: Magic Items).

EXPERTISE

Trained Wizard	All Balance, Elder, Law spells
EL7 Broadsword	EL80 del'Nord
All General Skills of Wizardry	EL60 Primal Tongue
EL7 Shield	EL60 Tongue of Creation*
EL3 All Bows	EL80 Read, Write all known tongues
EL70 Jeweler	EL80 Armorer
EL19 Forest Survival	EL8 Hill Survival
EL8 Mountain Survival	EL6 Upper World Survival

MAGIC ITEMS

Broadsword — a wizard casting sword, EL8. It has EL8 Mana Storage.

Dagger — can cast Tongues at EL8 on the user. It also grants protection from harmful supernatural forces when used in conjunction with the sword, EL8.

Ring — the Ring of the Creator, an MEL16/EL8 special item. A white gold ring set with the tears of Omael, a gem Valanas acquired after deadly adventures in the Upper World. It can be used to cast Astral Powers at MEL16/EL8. It was required in the rites that created Doom Manor.

LIMITATION — The wearer of this ring cannot take life without risking destruction at the hands of this power. Should he kill, cast rites that are intended to kill OR that are not natural to existence, the ring will strike him with MEL16/EL8 Oblivion.

NOTE — *The final creation of the wards that gave the house life and the ability to defend itself violated the morality of this ring. It turned on Valanas and his spirit was trapped in eternal oblivion. Only his power, and his dagger kept him from being drawn into Oblivion forever.*

The ring draws on the power of Omael. Omael is the supreme god of creation and life in the Balance alignment. Actions, present or future, that oppose life or creation are inimical to his power and will be resisted by the ring, even against the wearer.

The History Of Doom Manor

The manor was completed in the year 110. Until the year 160, when the power of Valanas gave it life, it was a fortified manor. With its birth, it became an aware and sentient being with a mind and will all its own.

Three days after its birth, the manor was attacked by five hundred warriors of the Suadan and Fradala, set on destroying the great devil Valanas. The manor was interested in these creatures, there was something appealing in their crude and barbaric behavior. His interest in them quickly turned to rage when they reached his gate and pounded it down with a large battering ram. They hurt him.

The manor reacted with rage, using his limbs and powers to smash the creatures that beset him. Before the Suadan and Fradala knew what was happening, more than one hundred of their number were dead. The Fradala fled home leaving the Suadan to their own devices. War councils met among the Suadan and it was decided that one final attack should be attempted by warriors of the Great Oak society. The next morning, eighty warriors moved through the smashed outer gate and were never seen

again.

Since this great tragedy, the Shamans of the Suadan have believed that the manor is the palace of the devil incarnate — a place that mortal man cannot hope to conquer. They dedicated themselves to maintaining potent magical wards around the palace to assure that the evil spirits who live there cannot enter the forests of the Suadan and wreak havoc among the people. Since the year 160, the maintenance of these wards has been part of the training of every young Shaman who has risen among the Suadan. Few things are more important to them than watching over the Ghost Warriors and stoking of the Fire Towers that holds the great evil at bay.

After a few hundred years, the manor came to regret exterminating so many interesting creatures. He discovered, by playing with adventurers that have wandered into his halls, that "the soft ones" are stimulating companions. Since the year 439, he has let those who wander its halls live. Only when they cause him pain, threaten his existence, or try to leave will he turn his powers against them.

The Personality Of Doom Manor

The personality of the manor has evolved over more than nine hundred years of continued existence. He can be viewed as the equivalent of a lonely 47 year old man with limited exposure to any social interaction, a kind nature, and great personal power. The manor tends to be garrulous, friendly and competitive in dealing with the "parasites" that have come to live in him. He goes to great lengths to assure that they are happy, as long as they continue to be his friend and play with him. He values their presence; there is only so much enjoyment that a sentient creature can get from playing tricks on mice, rats and cockroaches. The breadth of intellect his visitors bring allows him to maintain his sanity.

Viewed from the perspective of the manor, the presence of aware human beings within him is a symbiotic relationship. He gives them food, shelter and protection while they give him entertainment and a stimulating existence. Without him, they would surely die. Without them, he would go insane.

The Heart Of Doom Manor

The obelisk that is found in the Hall of Life, on the third floor of the manor, is the heart of the manor's spirit. It is an undying, supernaturally powerful magical being that subsists by drawing energy and magic from the area that surrounds it. It is immune to any magic that is cast against it, i.e. it consumes the spell. Except for specific restrictions listed in the appropriate section, any magical artifact that comes into contact with the obelisk will be drained of its magic. Only physical force used in precisely defined ways has any chance of destroying the heart of the manor.

The Powers Of Doom Manor

The following list gives the major powers and special conditions that can be used by, or that are part of, Doom Manor.

A) No force of Chaos can operate within the manor without being caused to come there by some person or thing within its walls.

This means that death, corruption, disease and other hostile forces are restricted from operating on those who are in the manor. People can be killed within his walls, but they cannot die a natural death. Without intervention from a fellow resident, all residents are immortal.

NOTE — Chaos-aligned spells cast in the manor are resolved with a +20 situation modifier, i.e. if a 43 is rolled it is a 63 before any MDV or EL is applied.

B) The manor can create food and water whenever and wherever he chooses to do so, at an EL of 8. He is capable of supplying the physical needs of his guests. He does so at their whim or as a reward for some especially stimulating thing that they have done.

C) The manor can sense the presence of creatures from the sounds they make, their auras and heat that they give off. This "body sense" applies to the entire area within the black walls. People who cross the broken portal of the black wall have a chance of attracting the attention of the manor. The base chance is 5% per person or entity. If they make noise, this chance is doubled. If they touch anything controlled by, or part of, the house, the chance is tripled. If they do both, they automatically attract his attention.

D) The manor can concentrate on only one structural area at a time. For this, the entire outside area between the black wall and the walls of the manor is considered to be ONE structural entity. Areas outside of the black wall, within 100 feet of it, are another structural entity. Beyond these areas, the house can only pay attention to one room or stretch of corridor at any given time.

The manor is limited to viewing ONE structural entity at any given time with his full intellect and awareness. He is aware of the other areas on a subconscious level and can be attracted to them by actions occurring in them. Unless he is attracted by something, he will not be in full control of that area. Any powers or permanent wards brought to bear while his attention is on another part of the house will fire with obscured vision modifiers, missile fire, or add 20 to the roll, normal combat and magic.

EXAMPLE — The wizard Oom engages the manor in an exciting game in the Conservatory. The manor's attention is there.

THE WARRIORS WITHOUT

The manor controls some potent forces outside the walls of the manor house. On the roof of the manor are two full-sized statues of dragons. These figures are automatons that the manor can use to attack anyone in or above the inner courtyard. Both have the power of flight, are made of magically enhanced stone, and have the maximum values specified for an EL8 Automaton. Neither of them can use magic or breathe fire.

The skeletons that stand on the black wall were inanimate when the house was born. With the passage of time and constant exposure to the power of the house, they have been petrified. The house is capable of controlling them and using them to attack any person in the towers, on the wall, or in the courtyards. The attributes of the skeletons are:

A) They have twice the HPV, OCV and DCV listed for the Dead in POWERS & PERILS.

B) They have an AV of 4.

C) If 1/4 or more of their HPV is inflicted on them in one blow, after subtracting the AV, the skeleton is shattered. A shattered skeleton of this type is useless unless the house chooses to throw fragments of it at its enemies.

D) These skeletons are armed. 20% of them will have missile weapons that they are able to use.

E) On the total length of the walls, there are 40 skeletons that the house can command.

NOTE — The skeletons and dragons appear to be carved statues to the casual observer. They cannot be detected to be a threat until they move or attack.

Meanwhile, Cavella steals up to the southwest Personal Treasure room and takes a fine dagger. This activates the automaton in this room without attracting the manor's attention. The automaton attacks him. In trying to hit Cavella, the automaton will add 20 to its rolls.

IMPORTANT — The manor will always be attracted when anyone in the Hall of Life touches the casting circle that contains the obelisk that is his heart. Regardless of what he is doing, his attention will be diverted to this room.

E) Doom Manor has total control over every permanent ward, automaton and non-magical item within the black wall at the time of his birth. This includes all parts of its structure, i.e. doors, windows, etc, and normal non-magical items that are inside. He can use them in any way that he wishes and can move them from one part of the house to another.

When the manor's attention is on an area, any inanimate objects in that area can be taken over by his will. He can do anything with any of these items that a person with a strength of 60 could do. Any thrown objects will be thrown with a +3 SB plus whatever additional points are gained from its weight. When the attention of the manor is elsewhere, unless he is enraged, non-magical inanimate items may not be used as weapons.

Permanent wards and automatons operate on their own when the attention of the house is elsewhere, with a +20 situation modifier added to their roll.

IMPORTANT — If the heart of the manor is damaged without being destroyed, the manor will be enraged. He will be able to cast inanimate objects without having his conscious attention on the room that they are in. The rage state will cause these objects to cascade around the room that they are in, in every room and corridor of the manor. In addition, while the rage lasts, every automaton in the manor will be free to hunt the halls and death-dealing permanent magic wards will automatically attack any living creature within their range.

Being caught in the Doom Manor's rage is something like standing in front of an exploding mine. It is quite likely to be fatal.

F) Doom Manor has his own language, composed of groans, creaks, the movement of air and the ringing of bells. It is a meaningful and intelligent magical tongue to any person that can understand it. Any Natural Magician is capable of understanding the tongue. Characters capable of Mana Sensing or Mana Reading can understand it at an EL equal to their Empathy.

G) Doom Manor stands outside of the normal flow of Middle World time. While a person is in the manor area, he will not age in any way. See [A] above for the other special attributes that enhance this benefit.

NOTE — The time effect above does not interfere with the occupant's perception of night or day. It in no way interferes with normal healing or energy regeneration. Any time powers spell that is cast in this area is rolled with a -20 added to the roll, i.e. a 53 becomes a 33 before any other modification.

The time correspondence in the manor is one for one. A Character that spends forty days inside the manor will have missed forty days of Middle World time when he escapes or it is destroyed. He will age forty days at this time. Due to the dimension that Valanas was trapped in, this effect will not apply to him. When he is freed, he again becomes subject to the flow of time. Until then, he is beyond its reach.

H) The house is inhabited by the spirit of every person who has died within his walls since the Shamanic wards were placed. These spirits wander the manor area each and every night seeking a way past these wards. The spirits of 25 persons are trapped in this way. Through the power of the house, they are forbidden from addressing the living unless the living address them first. After this has occurred, they may operate as specified for ghosts.

NOTE — The Ghost Warrior wards have no effect on the living. They bar the exit of any spirit or supernatural force that is not clothed in mortal flesh. They do NOT bar the entry of these forces, only their exit. Dealing with the supernatural inside Doom Manor is quite likely to be fatal.

EXAMPLE — A wizard decides that he needs an Alal to destroy the manor. He casts his spell and succeeds. The Alal arrives. It begins to destroy and, after concluding its work, is dispelled by the summoner. However, the wards prevent it from leaving the manor. It is trapped and free to do as it wishes. The wizard who summoned it into this place is in a great deal of trouble.

OPTIONAL — The flesh of Elves, Faeries and Dwarves is not truly mortal in the human sense. At the Referee's option, the Ghost Warrior wards can serve to confine Characters that belong to one or more of these races to the manor area even if they manage to escape. If they attempt to move through, they will lose 2D10 energy points per phase for a total of 6 phases before making it through the barrier. Members of these races will be able to sense the bane of these totems and will not be required to enter them without knowing that the result could be death.

III. MANOR PERSONALITIES

Over the centuries, various people have found their way into Doom Manor and remain there to this day. For some, Doom Manor is a haven from the outside world. Others see it as an invincible trap. The people found within the manor are described in detail in the sections that follow.

SHOM, Wizard of Dirllar

HPV 18	OCV 3	DCV 3	CEL 2
S 12	St 24(+1)	D 20(+1)	A 12
I 54	W 30	E 21	Em 20
MR 10	NAV 0	MDV 14	EnL 66
HC 30%	DTV -3	PR 6	Dodge Value 1
MEL 6	EL 5	Casting Ability 60	
Height 70 inches	Weight 182 lbs.	Age 22(629)*	

*Physically, Shom is 22 years old. Actually, he was born more than six hundred years ago.

EQUIPMENT

MEL6/EL3 Paralysis Ring, Short Sword, Clothing.

EXPERTISE

Trained in Wizardry, Chaos Orientation.	EL4 City Survival
All General Wizardry Skills	EL4 Forest Survival
EL5 in each of the following:	EL4 Manor Survival

Chaining, Hatred, Leeching,
Theft, Compulsion, Terror,
Paralysis, Hell Powers,
Illusion Powers and Silent
Terror.
EL30 Jeweler

EL80 Dirllaran
EL60 Tongue of Young Chaos
EL30 Manor Tongue

EL80 Read and Write
EL1 Sword

Shom was a minor apprentice of the Chairman of Dirllar's Council of Wizards, before the advent of Nilgeranthrib over six hundred years ago. When his master was slaughtered by Nilgeranthrib, and this evil wizard set out to find and destroy potential magical enemies, Shom fled into the forest. He found Doom Manor and used it as a haven to evade the power of Nilgeranthrib. He remains here because of the many secrets that are here to be learned, and out of fear of the might of his enemy.

Shom, the oldest living resident, considers the manor to be his property — though rationally he knows that he is deluding himself. The other residents, except for Balum, give him a wide berth and show him some deference which allows him to maintain this illusion with some degree of assurance.

BALUM SHATTERED-EYE, War Chief of the Fradala

HPV 30	OCV 13	DCV 10	CEL 9
S 40(+2)	St 36(+2)	D 40(+2)	A 4(-1)
I 10	W 20	E 8	Em 12
MR 9	NAV 0	MDV 5	EnL 64
HC 40%	DTV -5	PR 8	Dodge Value 1
Height 65 inches	Weight 169 lbs.	Age 47(493)*	

*Balum's physical age is 47. He was born 493 years ago.

EQUIPMENT

Longbow, 23 arrows, Bastard Sword, Buckler, Leather Armor, Clothing.

EXPERTISE

EL5 Longbow	EL80 Forest Tongue
EL8 Bastard Sword	EL60 Dirllaran
EL4 Shield	EL2 Forest Survival
EL30 Forestry	EL2 Manor Survival

Balum was born at the height of the eight hundred year feud between the Suadan and the Fradala. (The feud evolved from Suadan anger over Fradala's desertion on the walls of Doom Manor and Fradala's anger with the Suadan for drawing them into attacking an incarnate forest devil.) As a young warrior, he lost his left eye to a Suadan arrow. Despite this handicap, he became a minor chief among his people, famed for his bloody raids into Suadan lands.

While leading one of these raids, his war party was ambushed by the Suadan. All of his warriors were wiped out. He was sorely wounded and passed out from the searing pain of a shattered knee. When he awoke, he slew the Suadan warrior who was moving through the dead taking heads and fled, certain that they would be on his trail. Almost dead from loss of blood, he found the manor and limped inside before passing out. For the next four years he made many attempts to escape. The manor frustrated his every attempt and enjoyed the game immensely. He has since given up all hope of escape and remains a prisoner of the manor and a legend among his people.

PAROS THERIAN, Merchant of La'Ced

HPV 12	OCV 2	DCV 2	CEL 2
S 15	St 12	D 10	A 12
I 9	W 48	E 36	Em 20
MR 10	NAV 0	MDV 8	EnL 68
HC 16%	DTV -1	PR 2	Dodge Value 0
Height 64 inches	Weight 135 lbs.	Age 32(239)*	

*Paros's physical age is 32. He was born 239 years ago.

EQUIPMENT

Fighting Dagger, Two Throwing Daggers, Clothing, Ring, Money Chest containing 14GC, 13SC and 49CC.

EXPERTISE

EL35 Moneylender	EL80 La'Ced
EL2 All Sword Forms	EL60 Dirllaran
EL2 Throwing Dagger	EL20 Manor Tongue
EL40 Read and Write	EL1 Forest Survival
EL2 Rhetoric	EL3 Hill Survival
EL3 City Survival	EL2 Musician
EL2 Manor Survival	

Paros came to the manor after hearing of its legend while trading with the Fradala. He entered seeking wealth. He found peace and contentment. He has no wish to leave the manor, ever. Since his arrival he has taken great joy in gaming with the house, learning music and seeking to master the culinary arts. He has never visited the third floor and has no intention of ever doing so. Among the residents, he serves as something of a mediator. He is the only resident that everyone likes.

FIONA a'LIR, Countess of Lirara

HPV 15	OCV 0	DCV 2	CEL 0	
S 9	St 12	D 20(+1)	A 20(+1)	C 39(+2)
I 20	W 24	E 16	Em 48	Ap 36
MR 11	NAV 0	MDV 10	EnL 63	CDF 2
HC 26%	DTV -2	PR 4	Dodge Value 2	
Height 58 inches	Weight 99 lbs.	Age 36(43)*		

*Fiona's physical age is 36. She was born 43 years ago.

EQUIPMENT

Throwing Dagger, Fighting Dagger, Harp, Clothing, Jeweled Necklace, Jeweled Ring.

EXPERTISE

EL80 Donaran	EL7 City Survival
EL48 Manor Tongue	EL5 Manor Survival
EL60 Dirllaran	EL2 Forest Survival
EL3 Fighting Dagger	EL4 Throwing Dagger
EL30 Read and Write	EL7 Musician (Harp)
EL20 Moneylender*	EL2 Horsemanship

THE CHILDREN

Magha a'Lir, physical age 10, actual age 17. EL80 Dirllaran, EL60 Donaran, EL25 Manor Tongue. A confused and timid girl. Masa a'Lir, physical age 4, actual age 11. EL80 Manor Tongue, EL30 Dirllaran and Donaran, EL20 Forest Tongue. Masa has supernatural empathy that is geared towards understanding and communicating with the manor – her friend. (Masa is very important to the manor. He will protect her like a father protects his child.) Masa is a kind, naive and curious girl. She has a tendency to be underfoot at the most awkward times.

Fiona is the fourth child of a minor count in the Royal Principality of Donara. Her ancestral land is forty miles north of Donara on the great road. At the age of 18 she was married to an important merchant from Dirllar as part of a commercial arrangement. She moved to Dirllar and lived there until she was 29.

In the year 1093, she decided that it was time that her children met their grandparents and saw their homeland. They travelled east until she reached the Fradala lands. Here her caravan was attacked by a Suadan raiding party and she and her children were taken prisoner. On the way back to the Suadan main camp, they managed to escape and found Doom Manor. She has remained in the manor ever since, out of her compulsive fear of the Suadan that surround it. (She also has realized that she has not aged since she entered the manor. She has gladly accepted immortality and does not care to die in exchange for her freedom.)

NOTE – If the scenario conditions call for the liberation of Fiona and her children, only Magha will go willingly. Fiona will have to be forcibly removed. Masa will fight to remain and, unless rendered unable to do so, will cry for aid to the house. Magha has Manor Survival of 1, Masa has Manor Survival of 10 but must be convinced to tell what she knows.

SPECIAL SKILLS

In the descriptions above, two special skills are listed, i.e. Manor Survival and Manor Tongue. Manor Survival is a learned skill in surviving within the manor, including knowledge of dangerous areas, ways to attract the attention of the house, and the best ways to avoid having the house pay attention when his attention is not wanted. The survival EL times 10% is the base chance that the person knows where a given item or magical ward can be found in the manor.

Manor Tongue is skill in understanding the language used by the house. It is used according to the standard language rules in all ways and is not related to any other tongue, including the Primal Tongue. Over the centuries, the manor has invented it himself.

IV. TRAVELLING TO THE MANOR

In fitting this adventure into the flow of your campaign, you must determine why the party should face Doom Manor. It can be reserved to fit Special Event situations that require the party to seek out a friend and/or a great treasure in some little known place. If not, it may be encountered randomly. If neither case ap-

Residential Politics

In this small human community there are friendships and dislikes that color the interaction of the various people. The table below charts these feelings. The chart is read by cross-indexing the name to the left with the name above. An "L" indicates that the first person likes the second, an "H" indicates that the first person dislikes the second. A "-" indicates that the feelings are relatively neutral.

	Shom	Balum	Paros	Fiona	Magha	Masa
Shom	L	-	L	H	-	H
Balum	H	L	-	-	-	L
Paros	H	H	L	L	L	-
Fiona	-	H	L	L	L	L
Magha	L	H	L	L	L	H
Masa	H	L	-	L	L	L
Manor*	-	-	-	-	-	L

*The feelings of the manor towards the current residents.

Shom hates Fiona because she spurned his advances. He hates Masa because he considers her to be a threat to his mystic supremacy in the manor. He likes Paros because he is a charming companion who seems to know his place.

Balum hates Shom because he stinks of magic. He likes Masa because she is an endearing child who treats him as a trusted friend.

Paros hates Shom because Shom is a servant of Chaos, which is anathema to Paros. He dislikes Balum because he is an uncultured barbarian who makes no effort to change. He likes Fiona and Magha because they are cultured women with refined tastes. He thinks Masa is strange and has few feelings towards her in either direction.

Fiona dislikes Balum because he reminds her of her terrible time with the Suadan. He is a gross, crude and vicious barbarian in her eyes. She likes Paros because he is a refined merchant who, in some ways, reminds her of her husband. She has a great love for her children and will defend them to the death.

Magha is nearly insane with jealousy over Masa's ability to understand the manor and talk with it. She hates her sister. Magha likes Shom and often does his bidding in order to hear a new story or be taught something of the mystic arts. She loathes Balum for his crudeness. She is fond of Paros because he is a cultured and gentle man. She loves her mother deeply and seeks to emulate her whenever possible.

Masa intuitively dislikes Shom. Something in his being is dirty to her, she will have nothing to do with him. She is fond of Balum because he is an honest man who "smells" pure and clean to her senses. She is also fond of her mother and sister. She cannot understand why her sister treats her so poorly. Masa feels that Paros is a superficial creature with little true worth. She has no feelings towards him one way or the other.

plies, the Referee must determine a rationale. This will tie the adventure into your campaign and give them a better feeling of scope and purpose as they set out to test their fate.

NOTE – The residents will remain the same no matter why the adventure is played. You have full discretion to add to the residential population as you see fit.

Reasons To Visit Doom Manor

This section lists five reasons that the Referee may use in determining why the party will travel to Doom Manor. Any of them may be modified as the Referee desires to fit his individual campaign.

REASON ONE – The party is offered a rich reward if they will travel to the manor and break the spells that give it its unnatural life and supernatural power.

REASON TWO – The party can be sent to find either the Book of Girra or the scroll that contains the Rite of Life and return it to the person that hired them.

REASON THREE – The hirer wishes to take possession of the manor for his own ends. The party is hired to travel there and find the Journals of Valanas which hold the key to success in this endeavor.

REASON FOUR – The Elder of House Amarian, a merchant house in the city of Dirllar, has searched for seven years for his wife and children. The hirer was hired by him to aid in this search. He has determined that they must be in Doom Manor and wishes to hire the party to find them and take them to House Amarian in Dirllar.

REASON FIVE – Doom Manor is a legendary treasure house. The party could be hired to loot the treasures of the manor in exchange for a share in the profits that they make.

NOTE – An option that you may find to be interesting is to have different party members be given different reasons for travelling to the manor. This could make for some interesting Player interaction once they get there. Its major drawback lies in the fact that, given equivalent competence on the part of both factions, it could have a bad effect on the unity of the party.

The First Step

The party encounters a young stranger in plain, well-kept robes. After the necessary introductions, he will ask if they seek adventure. He will tell them that his master is searching for a valiant party to aid him in the performance of a great task. Further, as he is sure that these stalwarts are just what his master needs, he will offer to take them to meet him.

If the party accepts, the man will lead them to his master. If they don't he will leave and in one to three hours, return with his master and 1D3 personal guards. In either case, the party will meet the young man's master and be given their opportunity to begin this adventure.

The Master

The personality, attributes and talents of the young man's master varies with the task he wishes to assign the party to perform. He is obviously a man of immense wealth, robed in silk and heavily jeweled. His three guards are obviously Character-class veterans. They are armored in Plate Mail and equipped with a metal shield, heavy sword, full helm and a fighting dagger. Their stats should be determined by rolling 2D10 in Book Four of *POWERS & PERILS*.

Once the master arrives, he will introduce himself and ask the party to take his quest. He will offer aid and whatever information the specific desire that he has allows him to offer. He will be insistent and persuasive. The aid and information that he can offer is listed in the sections below, depending on the reason that the Referee has selected for his interest.

REASON ONE – The master is a law-oriented Wizard and the son of a high noble of the area. He has studied the legend of the manor, determined that it is fact and desires the manor's destruction. He considers the manor to be an unnatural perversion of lawful order that must be destroyed.

As part of his negotiation with the party, he will show them a

chest with four sacks in it. He will remove one and pour out 50 gold coins. If they accept, these coins are theirs. If they succeed, the other 150 that are in the chest will be theirs as well. (In the standard economy, 200 gold coins is a prince's ransom. It would easily feed over 100 peasant families for a year.)

After the party has accepted the quest, the Wizard will give them a map that leads from Dirllar to Doom Manor. If the Lost Cavern option is used, the map will also indicate its location. Once he has given the party the map, and answered any questions that they may have concerning the history of the manor, the local population and legends that pertain to Doom Manor, he will aid them on their way by teleporting them to a point two miles away from Dirllar – at the crest of a hill.

After he has done this, he will tell them that he will know when they have succeeded and will await their return in Dirllar. This said, he will cast a spell and vanish.

REASON TWO – This reason is most appropriate if the master is a Balance Wizard or someone who knows Elder Magic. In the first case, he will want the party to find the Rite of Life. In the second, he desires the Book of Girra. In both cases, the magic-user has made a precise study of the powers that surround the volume that he is interested in and a general study of the Doom Manor legend.

The magic-user will try to interest the party in performing this task for him. As an incentive, he will offer to provide magical aid on their quest and starting money for each of them, so that they may buy whatever equipment they feel they will need.

After they have accepted, their leader will be given a magic ring. Each member of the party, including the leader, will be given ten gold coins to use as he sees fit. He will answer any specific questions that he can about the book and any general questions that are asked about the manor and the local natives. If the Lost Cavern option is included, he will know nothing about the area except for its general location. After the questioning is over, he will aid the party by opening a portal for them to pass through leading to a point that is two miles from Dirllar.

NOTE – The magic ring has a permanent Specific Detection spell for finding the book that the Wizard wants. When the wearer is within twenty feet of this book, the ring will glow fiercely. Once it is placed on his finger, it cannot be removed and will act as an MEL10/EL5 Compulsion on the wearer. It will also strike him with an MEL10/EL5 Physical Curse of the Referee's choice if he fails to devote himself to finding the book.

REASON THREE – This reason is best suited to a Chaos magic-user. The wizard in question has done a detailed study of the manor, the local tribes and the legendary career of Valanas. Once the party has accepted his quest, he will answer any specific questions that they may have on any of these areas and will give them a detailed map for reaching the manor from the city of Dirllar.

Before releasing the party for their journey, the wizard will stress that the treasures of the house are theirs for the taking BUT, under no circumstances are they to harm the house. They are to find the Journals and escape with them. If the house is destroyed, the wizard will become their enemy forever.

This wizard will not aid the party in reaching Dirllar. He will, however, give them any normal equipment or monetary aid that they require, within reasonable limits, i.e. no more than 100 gold coins. If they are overly demanding, or give him the impression that they cannot be trusted to carry out his wishes, he will destroy them.

REASON FOUR – The master is a Knight from a low-ranking noble house. After a dedicated search, he has uncovered evidence that the Countess and her children are in the manor. Unfortunately, he is too old to make the journey into the forest to rescue them. He asks the party to take his duty from him and see that the noblewoman and her pitiful children are reunited with their family in Dirllar.

The Knight has a map of the area he will give to the party if they accept the quest. He has no other aid that he can give, except to answer general questions about the area and the manor. If the Lost Cavern option is being used, his map will include the location of this place and specific details about the Key of Doom, i.e. how it is

used, what it looks like, etc.

The Knight has a sizable horse herd and will provide the party with Warhorse I or II mounts if they take on the quest. This is the only aid that he can give. They must make their own way to Dirllar from their current location.

REASON FIVE – The master in this case is a powerful merchant, and possible thief. His motivation is greed. He will appeal to the party's greed and offer them a stake and valuable information in exchange for 50% of the loot that they take out of the manor. He will not enter the manor himself or travel with them past the city of Dirllar. (They are the muscle, he is the brains.) Finally, after the party has accepted, he will make it clear that they betray him at the risk of their lives. He will bare the left forearm of one of his guards revealing the brand of the Assassins. He will state that, should they fail to bring him his share, he will set the Assassins on them until they are destroyed.

After this attempt at intimidation, the merchant will shift to hospitality to mend fences and calm tempers. He will give the party a map that details the area and a scroll that contains a biography of Valanas Victorian.

The merchant is a miserly man who trusts no one. He will only give the party such information as he deems necessary to perform their task. Any other information that they want they will have to cajole out of him. The merchant has detailed information about the activities of the Suadan in the area, the location of Lost Cavern and general knowledge about the legend of Doom Manor and the items that may be contained within its walls.

NOTE – He is especially conversant on the jewelry items, especially the magical ones, that can be found in the manor.

DIRLLAR

Dirllar is a large port city with a population of over forty thousand people. The party may wish to enter this city to buy equipment and provisions. If they do, they will find the city to be boisterous, violent and somewhat filthy. They will also find that the economic standard of Dirllar varies considerably from the standard used in Donara and most other areas. (See the example in the Economic Section in Book One of *Powers & Perils* for the proper exchange rate.)

Socially, Dirllar is a mercantile city that takes great pride in upholding high standards of personal honor. No true son of Dirllar takes any insult or innuendo that denigrates his honor lying down. There is a strong duelling tradition in this city and most men are skilled in both sword and dagger, the common weapons that are used in duels.

NOTE – The party should spend as little time as possible in this city. The longer that they stay the more likely that they will be distracted from their goal by encounters in the city. In Dirllar, possibly more than in other cities, distractions tend to be fatal.

THE FOREST

The party's map will indicate that they should move northeast, through the forest, from Dirllar. After a while they will reach a small line of hills that block their path. If the Lost Cavern option is in use, it should be located in these hills. The map indicates that they should move through the central pass in these hills until they reach the forest on the other side. Within five miles, after reaching the other side, they will reach Doom Manor. From the moment that they enter the hills, until they enter the manor, they will be in the lands of the Suadan.

In rolling encounters while the party is in the forest, use the standard tables that are found in Book Three and Book Four of *Powers and Perils*. Ejudicate the encounters based on the parameters of the current situation and the suggestions that are included in these rules. The Referee should arrange the encounters such that they fit the circumstances that the party is in.

APPROACHING DOOM MANOR

When the party reaches the top of the hills, they see the dome of Doom Manor and the small clearing it is located in. They are now in a part of Suaden land that is taboo for all foreigners. If they en-

counter any warriors while they are here, they will be attacked or reported (depending on the relative strengths of the parties involved.)

The Taboo Land is marked by Ghost Warrior totems. The party will come across the first totem 1D3-1 miles after they enter the forbidden land. It is magical and will leave a bad taste in the mouth of non-human Characters.

This land is constantly patrolled by two parties of warriors. Each party has 2D10 warriors, a warchief and a Shaman. The warchief and the Shaman are both Character-class humans, the others have normal human values.

The standard armament of Suadan warriors is an axe or heavy sword and a longbow. Each warrior will have 1D10 + 10 arrows in his quiver. If the Referee decides that some of these warriors do not have bows, they will have a buckler and a fighting dagger instead. No member of the party will be wearing armor except the chief, who has leather armor.

If the search party encounters your party, 75% of them (rounded down) will stay and fight. The rest run to the closest village for reinforcements. The warchief and the Shaman will always be among those who stay.

The Shaman will have random stats from the list in the back of Book Four. His MEL will not exceed 6 and his EL should not be greater than 2. If the values rolled exceed these values roll 1D6 to determine the MEL, 1D3*-1 to find the EL and 2D6 to find out how many Shamanic spells the Shaman knows (one must be Orient Self). The Casting Ability for all Shamans encountered is MEL x 10.

THE SUADAN

This tribe is among the most vicious and deadly tribes in this forest. They have a habit of taking heads in battle, so that the Ghost Warriors that confine the devil in his palace can be imbued with spirits of proven valor. Unless their honor demands it, they will never be hospitable towards strangers, and will attack on the slightest provocation. At no time will their villages be open to strangers, unless one or more of them are of the forest.

If the Suadan become aware that a person intends to enter Doom Manor, they will attack. They will always try to attack in overwhelming strength, intent on killing the party. Otherwise, they will try to capture them for use as slaves. Corpses are worthless to the Suadan, unlike other tribes of the forest. The Suadan are not cannibals. Some tribes to the northwest, such as the Nethagen, are.

The Villages Of The Suadan

If a party is captured, or must enter a Suadan village for some reason, these parameters apply:

A) All Suadan villages are surrounded by an abatis, ditch and palisade. They are laid out in a circular pattern with a large central area that is used for meetings and other activities.

B) The average Suadan dwelling is a 40 foot long, 15 foot wide and 10 foot high longhouse built out of logs, with a mud and wattle roof. Each building is the home of one family. The entire village is the home of one clan. A typical village would have 8 longhouses radiating out from the center like spokes on a wheel.

C) Suadan longhouses are divided into three sections. The section that opens onto the outside is the family common room, used for meals, work and other chores best done inside. The central room is a sleeping area. The entire family sleeps as they can find space in this area. The final room is a storage area for goods and provisions.

NOTE – The family slaves are kept outside the door, lashed to stout poles. This is not only for the family's safety but it also exhibits their wealth.

D) All Suadan villages are well camouflaged. They are hard to see unless they are viewed from a higher elevation. Unless a party member rolls 1 + (Forest Survival x 5), they will walk right up to it before they realize that it is there.

EXCEPTION – The village closest to Doom Manor is the main camp of the Suadan. It has a break in its defenses where a road of closely-joined stone slabs leads out of the village towards the manor. Every fifty feet along the road are Ghost Warrior totems. If

the party follows the road away from the village, it will lead them to Doom Manor.

NOTE – The Suadan believe that this road is part of the Realm of Ghosts. They will never set foot on the road for any reason. If the party is found while it is on the road, no Suadan warrior will set

foot on it. The party will be immune to normal combat attack while they remain on the road, but not to arrows. Enemies killed on the road are left to rot. It is possible the party will come across one or more skeletons lying on the road that have been peppered with arrows.

V. THE MANOR

Doom Manor is surrounded by a 15 foot tall black wall. The entire manor area contained within this wall is 250 by 150 feet in size. The wall is constructed of fine basalt transported to this area from the mountain area near Valheim, some 4-500 miles to the northeast.

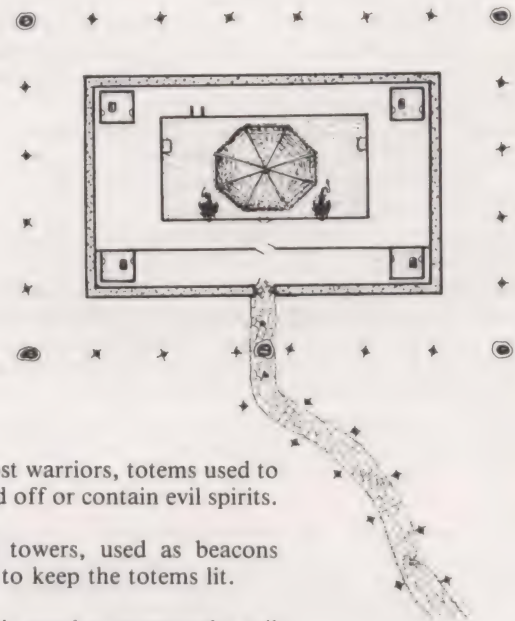
The outer gate was constructed of heavy oak timbers. It was broken open in the last barbarian attack and remains broken to this day. The wall is an earthwork that is eight feet thick. Inside and outside, it is faced with 1 foot thick slabs of basalt. The interior 6 feet is packed earth.

In each corner of the black wall is a square tower 30 feet square and 35 feet in height. They overlook the wall and were built inside of it as separate structures. All four of them are made of basalt.

The two towers closest to the main gate are also connected to the inner Barrier Wall. This wall was designed to contain attackers, not to serve as a fighting platform. It is 20 feet high and three feet wide, it is constructed of adobe. Some parts of this wall have been weakened by attacks and it is easy to climb.

The manor is located in the center of the inner courtyard. It is a massive structure, 150 x 80 feet in size. It is a three story, rectangular building surmounted by a tarnished silver dome that is centered on top of the third floor. On each side of the dome are life-size statues of enraged Dragons. If the proper ward is activated, these Dragons can be used to attack enemies that enter the Inner Courtyard.

NOTE – The party will notice as they pass the black wall that approximately 40 stone skeletons stand facing outward on the wall and the towers. These, like the Dragon statues, can be used to defend the manor.



- Ghost warriors, totems used to ward off or contain evil spirits.
- Fire towers, used as beacons and to keep the totems lit.
- Magic ward to prevent the evil one from leaving the manor.

BUILDING DESCRIPTIONS

The Outer Courtyard

The area between the shattered main gate's wall and the barrier wall is the outer courtyard. It contains a fallen wooden door. Between the door and the Barrier Wall are the skeletons of 73 men, picked clean by scavengers. Mixed in with these bones are weapons and other equipment sufficient for this number of barbarian warriors set on storming a fortress.

THE INNER COURTYARD

The party will come across 34 human skeletons with equipment in this area. They extend from the barrier wall gate to the front door of the manor. Many of the skeletons are incomplete. They were obviously crushed or mauled before they died.

Entry into the inner courtyard is through an arched passage whose iron door hangs open. After every party member has entered, if the manor has sensed their presence, this door will slam shut and bells will begin to ring softly (the manor saying hello to its new guests.)

The Manor Proper

The walls of the manor house are constructed out of smooth white marble. The dome, as viewed from the ground, appears to be metallic if I + Em or less is rolled. If not, the person can't tell. (If the person making this roll is an Armorer or Jeweler, he will know that the dome is silver from the color of the tarnish that accumulated before the manor was born.)

The front of the manor, the ground level facing the gates, has six unopenable windows and a stout wooden door. Each window is shuttered from the inside. If the party tries to break in through a window, the house will feel the pain and retaliate if the window is

actually broken. The process is:

- A) The party decides to break in.
- B) They move to the window and touch it, and bells get louder.
- C) They prepare to strike it, the bells ring loud, creaks and groans are heard and the wind moves violently.
- D) They break it, the bells scream with pain, the wind whips wildly and the groans become almost deafening. The Dragons will descend from the roof, the skeletons will march and loose debris from the courtyard will begin to pepper the vandals.

NOTE – The escalating racket that the manor creates is his way of warning the party not to hurt him. Whether they understand the manor's tongue or not, they should have some idea that they are doing something wrong from increasing volume of this noise. If they don't then they reap the whirlwind.

Entering The Manor

The only safe way to enter the manor house is through the front door. The door will automatically swing open whenever a person touches it, when the door opens, the manor's attention will be drawn to the party. He will give its guests a full minute to enter. After all of them have entered, or a minute has passed, it will close the door. Anyone remaining in the inner courtyard will be attacked by the Dragons unless he runs to the door. (The manor will chuckle and open the door for him if he does).

THE INTERIOR

Once the party enters the manor, they are trapped within unless they find a way to escape or destroy his existence. The following sections detail the rooms found on each level and any special parameters that may apply.

IMPORTANT – No door or window may be opened from the inside without breaking it. Breaking it will cause pain

and will lead to the manor attacking the vandal responsible. The manor hates to be hurt.

THE FIRST FLOOR

1) Main Foyer

The front door opens into a room with ornate, marble-tiled floors and exquisite frescoes on the walls. In the southeast corner of the room is a statue of a man holding a staff. In the southwest corner is a statue of a woman in an intricately detailed flowing cloth robe, who is wearing a small tiara.

Moving up the west wall, from the south, there is a large cabinet that contains fourteen items of fine metalwork. The window of the cabinet is smashed and the right-hand door is off its hinges. Ten feet north of this cabinet, a door has been smashed open. Five feet from this door is a large staircase made out of hand-carved red stone that leads up to the atrium.

Moving up the east wall, from the south, is another large cabinet. This cabinet contains a suit of archaic scalemail bearing the Dragon Triumphant crest of the Empire del'Nord. The cabinet also contains a helm, a bastard sword, an ornate fighting dagger and a finely made metal shield. The door of the cabinet is sealed with a lead seal. The windows are inscribed with runes. If the seal or a window is broken, the person responsible will be subject to MEL12/EL4 Flaming Death. If this spell is activated, the cabinet and its contents will be destroyed. Ten feet from this cabinet is a door. Five feet from the door is a staircase, as described for the west wall above except that it is carved out of white marble.

Ten feet from the south wall, in an evenly spaced line from east to west, are four marble pillars. North of these pillars are rows of planters that contain various fruits and flowers. Between the

stairs, in the northern part of the room, are more planters. This part of the room also has two wrought-iron chairs and a fountain that sprays water from the mouth of a silver Dragon into a pond beneath it. The fountain bowl is made of smooth black stone. The pedestal that the Dragon is mounted on is made of white marble. In the middle of the north wall, behind the fountain, is a door that has been broken open.

2) The Captain's Office

The room has a chair in the northeast and northwest corners. On the east wall is a cabinet that contains books, scrolls and maps that were current in the year 150. It has non-magical runes carved in its sides. None of its contents have any magical value.

On the west wall is a locked metal chest. It contains two flasks, which contain unknown fluids (four ounces in the first and seven ounces in the second). Roll as specified in Book Four for potions to determine their value. It also contains four crystal glasses, an ornate silver platter and twelve pieces of cutlery, i.e. knives, forks and spoons. In the southwest corner is a statue of a tall humanoid figure wielding a sword and shouting in exultation.

There is a desk and chair on the south wall. Its contents have

Armory Contents

TOWER ONE

13 arrows, a quiver, one bow,
2 swords, 7 spears, 1 dagger.

banded shields.

TOWER TWO

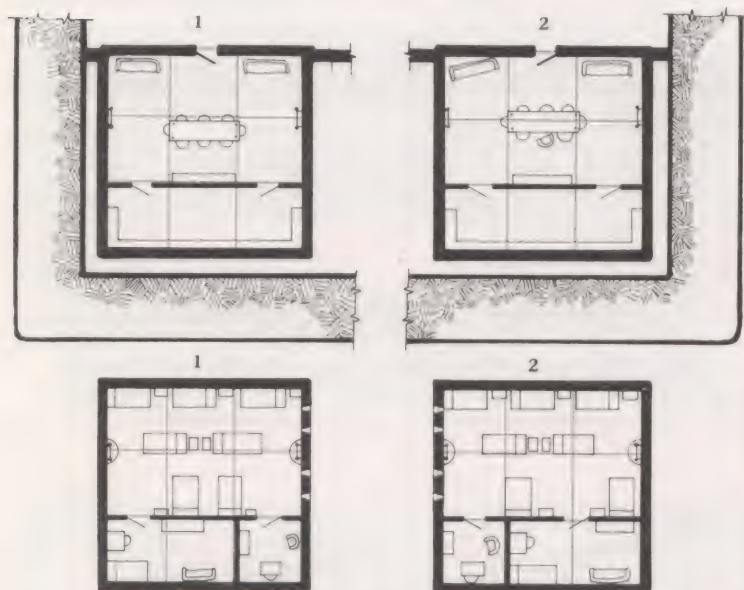
8 arrows, 2 bows, 3 swords,
2 spears, 2 daggers, 1 halberd.

TOWER THREE

14 arrows, 3 bows, 2 quivers,
5 swords, 2 halberds, 2 suits of
scale mail, 1 metal shield, 2

TOWER FOUR

3 arrows, 1 dagger

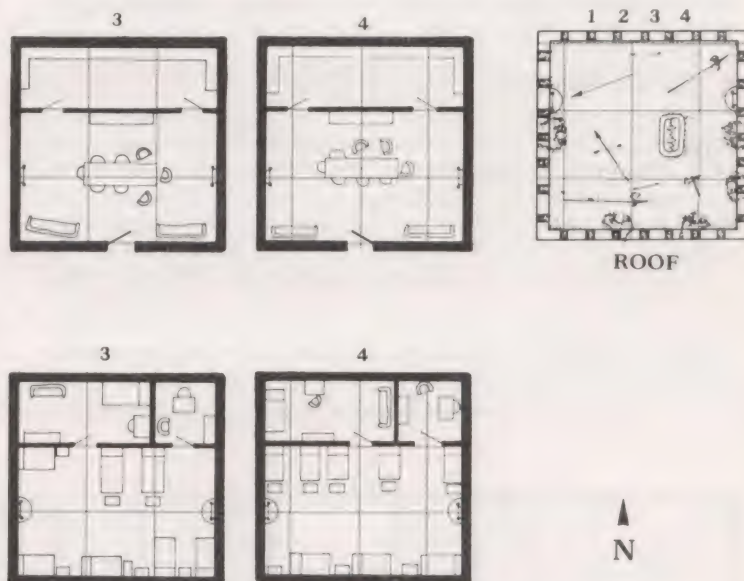


Note: towers two and four should be turned 180 degrees.

The Towers

Except for its orientation, each tower is layed out in the same way. The first floor has a heavy iron door that can be barred from the inside. On towers 1 and 2, the door is barred, on 3 it is closed but not barred, and on 4 it is standing open. Each tower has two rooms on the first floor. The large room was used by the garrison on duty. The other room is an armory, containing the arms and equipment of the soldiers residing in the tower and reserve equipment for reinforcements.

The second floor of the towers is reached by ladders that start on the first floor and lead to the roof. These floors contain three rooms. One is a large barracks area. The chests contain clothing and the possessions of common soldiers. The next largest room is the quarters of the lieutenant in command of the tower. It can con-



tain discarded clothing and minor possessions. The small room is the company office for the tower personnel; it will contain records. In one of the drawers of the desk in tower 4 is a metal chest containing 2SC, 4CC and 39BB. This is the company war chest. In the other three towers, the men took it with them when they fled Valanas's insanity.

The roof of each tower has five skeletons on it. Around the tower roof are scattered miscellaneous weapons and other goods. There is also a hearth on the tower that was used for heating oil and other combustibles.

NOTE — Characters that roll their 1 or less will note, after the dust is removed, that the weapons look brand new despite the passage of more than 900 years. If they are taken outside the wall, they age 100 years per turn until their full age catches up with them.

been rifled and the drawers are strewn around the floor. Mixed in with the drawers are clean parchment, writing utensils, a ledger book bound with leather and a small bag that has been cut open.

3) Guard Lounge

There is an empty cabinet on the east wall. Its design indicates that it was used for holding spears. In the southeast corner is a statue of a man wearing scalemail who is holding a spear. In the center of the room are two couches that face each other. On the south wall is a large cabinet containing three swords. Towards the west wall is a large couch that faces to the east. On the northern wall, stretching from the west wall to the door, is a long table with nothing on it.

NOTE – Paros Therian uses this room as his bedroom. It will contain his personal property and the standard accoutrements of a gentleman's bedroom. Under the large couch, which he uses as his bed, is a metal chest that contains 20GC, 39SC, 18CC and 110BB.

4) Barracks Rooms

These three rooms are nearly identical in contents and layout. They contain beds and wooden chests. The room farthest to the east has a door in the east wall that leads to a storage room (#16).

The chests contain plain clothing, tools for maintaining arms and armor and the miscellaneous personal possessions of the soldier that owned the individual chest. Nothing of value is contained in these chests.

5) Dining Hall

The cabinet in the southwest corner of the room contains 23 brass plates, 23 iron knives and 30 iron forks. The cabinet in the northeast corner holds handcloths, table cloths and other linen. In a second section below, it has 14 ceramic bowls and 27 ceramic goblets. Running through the center of the room is a long table with ten chairs. In the northwest corner is a square table with four chairs. The door in the middle of the east wall leads to room 14.

6) Sanitary Facilities

The statue in the northwest corner depicts a robed woman pouring water. Next to it is a small desk and chair, in front of a mirror that hangs on the wall. South of this desk are three stalls made of red and black stone that each contain a white marble bench. On each bench is a large ceramic pot with slight discolorations on the bottom.

In the northeast corner of the room is a couch. On the east wall is a tall cabinet that contains large towels. Towards the southeast corner of the room is a 10 foot long, 5 foot wide and 2 foot deep marble-tiled depression in the floor. Beside it are three large metal jugs, each sufficient to hold about three gallons of water.

NOTE – The manor is capable of creating water, on request, inside of the marble depression. It has often been called on to do so in the past.

7) Staff Dining Hall

On the west wall is a cabinet that contains 11 brass plates, 13 iron knives, 10 iron forks and 8 ceramic goblets. On the north wall is a long wooden bench. Next to it is a statue of a severe looking old woman wearing an apron and holding a meat cleaver. On the east wall is another bench. In the southeast corner is a statue of a smiling man who is wearing a cloak. Near the south wall is a long table with four chairs.

8 – 10) Staff Quarters

The domestic staff lived in these rooms. The personal property placed here by the Referee should reflect this difference from room #4. Room 10 has a door in the west wall that leads to room 17. All of the rooms also have tables and chairs scattered about.

11) Major-Domo's Quarters

In the southeast corner is a cabinet that contains fine clothing. On the south wall is a desk that contains clean parchment, a 1/2 pound crystal paperweight and a small dagger. On top of the desk is a gold ring and a scroll. The scroll is an inventory of the property in the manor as of the year 156.

On the west wall is a statue of a wolf and a glass cabinet. The cabinet holds three empty bottles, scattered haphazardly, five empty decanters and seven crystal glasses. It is locked with an EL10 lock. The glass of the cabinet door is broken.

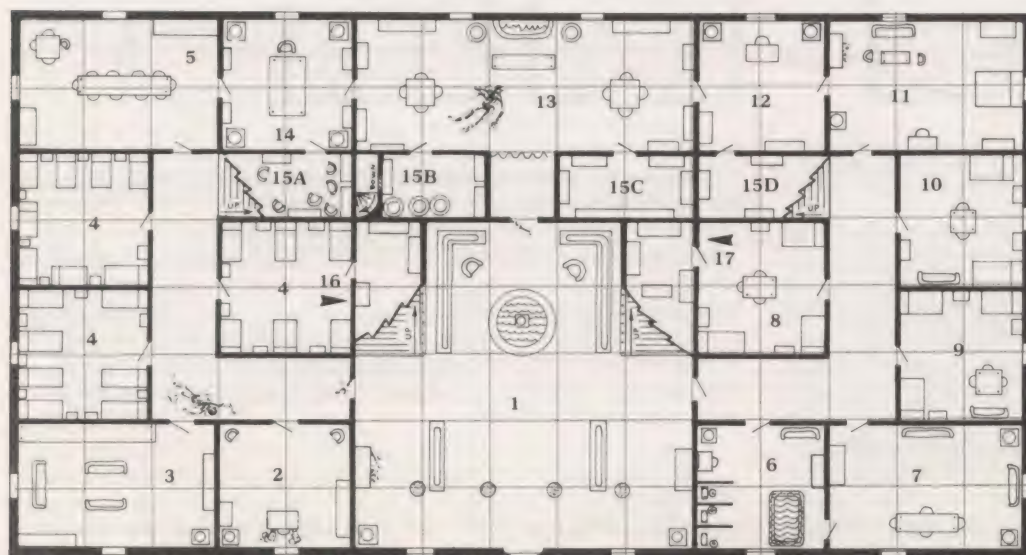
On the north wall is a couch, two chairs and a small table. In the corner of one of the chairs, obscured from sight, is a gold coin. In the northeast corner of the room is a standing closet that holds fine cloaks and hats. On the east wall of the room is a finely covered bed with a pillow. The blankets and sheets are in disarray and some of them are on the floor.

NOTE – This room is occupied by Balum Shattered-Eye. The Referee can re-arrange the items in the room as he desires to reflect the presence of this occupant. In general, he has little concern for cleanliness and civilized niceties.

The bottles in the room are fine wine bottles. Masa knows how to reach the cellar and when Balum says that he is thirsty, she brings him wine from the cellar. (She empathically communes with the rats so that they don't hurt her.)

12) Major-Domo's Office

In the northwest corner of the room is the statue of a wolf. In the northeast corner is a bear statue. Between the two is a desk. The desk contains the basic items described for the desk in room 11 plus a small metal chest with an EL25 lock. If the lock is opened



FIRST FLOOR

- 1) Main Foyer
- 2) The Captain's Office
- 3) Guard Lounge
- 4) Barracks Rooms
- 5) Dining Hall
- 6) Sanitary Facilities
- 7) Staff Dining Hall
- 8) Staff Quarters
- 9) Staff Quarters
- 10) Staff Quarters
- 11) Major-Domo's Quarters
- 12) Major-Domo's Office
- 13) Kitchen
- 14) The Master's Dining Lounge
- 15) Storage Rooms (A-D)
- 16) Barracks Storage Area
- 17) Domestic Storage Room



improperly, the victim's finger will be struck by a needle that bears a BL8 Slow Death poison. The box contains a small ruby, 2 silver coins, 11 copper coins and 21 brass bits.

On the west wall is a large chest with the same type of lock as specified above. It contains a gold platter, gold pitcher and two crystal goblets. On the south wall is a chest that contains 8 silver plates, 8 silver plated knives, 8 silver forks and 8 silver goblets. On top of this cabinet are 5 small bowls, a large decanter and two large wooden bowls. The small bowls and decanter are fine crystal.

13) Kitchen

This room has a table and four chairs in the center east and the center west. In the southwest corner are two cabinets that contain metal plates, knives, forks, pots and pans. The two cabinets in the southeast corner contain goblets, crockery and other miscellaneous vessels. The other cabinets in the room contain various types of food, most of which is half-eaten and nibbled on. There is a 40% chance that if any of these cabinets are approached, 1D3 rats will flee from the cabinet to a place behind the hearth.

In the center of the north wall is a fire hearth; filled with hot ashes and a spit above it. South of this hearth is a ten foot-long oak chopping block. Set in the wood of this block is a large cleaver. On it is a half eaten haunch of roast meat. To either side of the hearth are two barrels of water. Between the chopping block and the southwest part of the room is a skeleton wearing a bear fur. No visible sign remains of how this man died.

In the middle of the south wall is a hanging curtain embroidered with the semblance of a one-eyed giant. If the house if upset, this tapestry can be used to wrap itself around a person and suffocate them. The person is held with a strength of 60. Roll (S + D)-60 to break free and ((S + D) x 2)-60 to get free enough to breathe.

14) Master's Dining Hall

In his later years, Valanas took his nourishment along in this room. In each corner is a statue of his wife Mariana, each in a slightly different pose. In the center of the room is a long oak table with one, heavily-gilded chair. The table has complete settings for two people on it and a golden candelabra in the center. On the east wall are cabinets containing decanters, bottles and crystal glasses. All of the bottles are empty. On the west wall, the cabinets contain 4 silver plates, 8 silver-plated knives and 3 silver-plated forks.

15) Storage Rooms

All of the rooms on this floor that are numbered with a 15 are storage rooms. From left to right, each contains the following:

A) Four cabinets containing fine linen, wooden and metal utensils and crockery. Also in the room are seven ornately-

gilded chairs.

B) On the east and west walls are cabinets that contain half-eaten food. If this room is entered, there is a 20% chance that 1D6 rats will be surprised and will flee into the west wall. On the south wall are three barrels of beer. One is unopened, one is 20% full and one is 80% full. Each keg has a capacity of 50 quarts.

In the center of the west wall, reached by a hidden lever at the bottom of the food cabinet in front of it, is a secret passage. This passage leads to a narrow corridor and a small circular staircase that heads down to the basement. There is a 40% chance that, when this passage is opened, it will contain 1D3 rats. If so, they will flee when it is opened.

C) As for room B except no kegs and no secret passages. If rats are surprised in this room, they will be cornered and, if attacked or approached, they will fight. 1D6 rats are present on a 40% chance.

D) The major-domo's cabinets contain various tools, linen, parchment and other tools that he would need in his job as chief domestic servant for a large manor house.

16) Barracks Storage Area

This room contains spare clothing, red cloaks, general medical supplies (the equivalent of four healing kits) and 5 weapons of a random type. The Referee may place any other non-magical items that he desires in this room.

17) Domestic Storage Room

As for 16 except the goods stored are tools and materials that would be of use to a domestic staff in maintaining the manor house. (Brooms, mops, buckets, soap, etc).

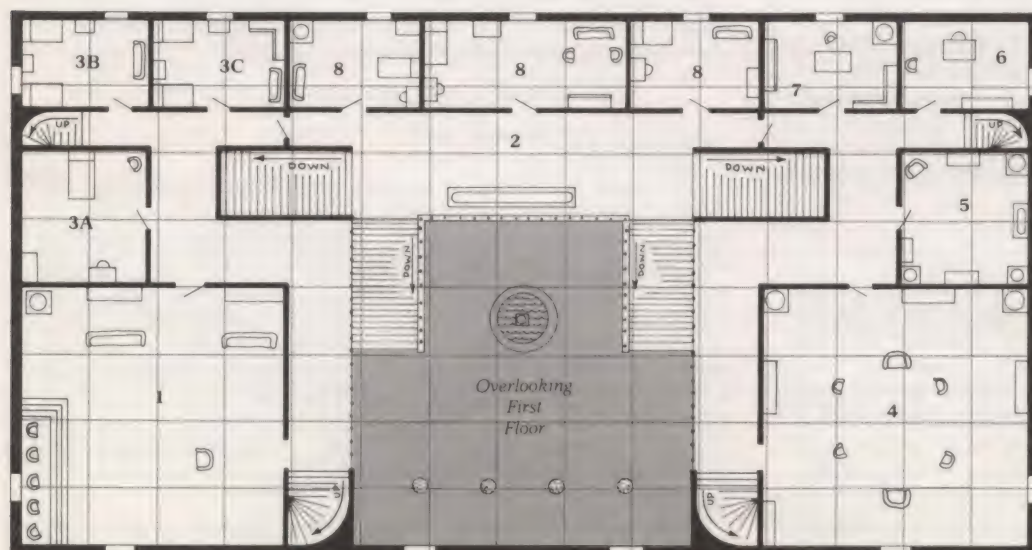
SECOND FLOOR

1) Conservatory

This room was designed for small concert performances. On the west wall is a raised platform with five chairs on it. In the northwest corner is a statue of Mariana holding a harp. On the north wall are cabinets that contain nine musical instruments of various types. South of the north wall cabinets are two couches. Each of the couches is covered with a silk cloth. To the east, ten feet from the south wall is a carved wooden chair. The southern wall is painted with a fresco depicting satyrs, centaurs and other Elder creatures making music during one of their celebrations.

2) Atrium

A large landing at the top of the staircases. It contains a stone planter full of flowers. The floor tiles are white marble inset with



SECOND FLOOR

- 1) Conservatory
- 2) Atrium
- 3) Apprentices' Quarters (A-C)
- 4) The Master's Study
- 5) Reflection Room
- 6) The Master's Private Study
- 7) Library
- 8) Guest Rooms

red diagonal stripes. Scattered around the floor are toys and trinkets that Masa plays with.

3) Apprentices Quarters

Rooms that were used by the students of Valanas. After his wife died, he dismissed all of the apprentices except one. The contents of these rooms, from bottom to north to east, are:

A) There is a bed at the center of the north wall. In the northeast corner is a wooden stool. On the south wall is a desk and chair. The chair contains a partially-eaten corpse in a red silk robe. In front of him, on the desk, is a vial that is half full of a brown fluid. (BL10 Immediate Death poison). There is nothing in the desk or on his person that is of any real value.

In the southwest corner is a large metal chest. If the chest is touched in any way, without dispelling the runes that are on its lid, the person that touches it, or causes it to be touched, is subject to MEL6/EL3 Transmutation. If he is affected, he will take the form of a dog until a Negate Curse spell is cast.

The chest contains the journal of Avar Costan, the last apprentice of Valanas. It gives some information about the rites that Valanas used to create the house and an insight into the final years of Valanas's life. It also contains two daggers, an ornate white robe and magic ring. The ring grants EL3 Protection from Chaos to anyone that wears it. It is made of lead wound with fine silver.

NOTE — Avar aided Valanas in the final ritual. As it approached its conclusion, his fear overcame him and he fled from the room. When he returned, after the awakening of the house, he saw Valanas as he is today. Shattered by this scene, he went to his room, put away his possessions and drank the poison that sits in front of him to this day. Since his death, he has been food for rats that occasionally wander into the room.

B) This room contains two beds, a bench on the east wall and two metal chests — one of which is open and empty. The dismissed apprentices that occupied this room left nothing of value.

NOTE — This room is currently occupied by Shom. In the closed chest are his personal possessions: extra clothing, a large sack, and a scroll on the art of Chaining at MEL12/EL6. (Written in the hand of a young Nilgeranthrib.) The Referee may add other items.

C) The room contains two beds, a bench, two metal chests and a bookcase. The chests are open and empty. In a lower drawer in the bookcase is a scroll. If it is deciphered, the title is "A Maid's journey to the Hill" — a ribald classic first circulated in the Empire del'Nord in the year 107. (One of the apprentices in this room was not as serious a student as he should have been.)

4) Master's Study

The study was used for simple research and educating apprentices. In the northwest corner is the statue of a dragon. The northeast corner has the statue of a large man with fiery hair. On the north wall is a cabinet that contains bestiaries, herbals and other such books. On the east wall is a cabinet full of history scrolls. The cabinets on the west wall contain scrolls that cover most Elder and Law spells at EL 1D2-1. It is warding by an MEL12/EL0 Fire Dart spell. Any person that touches a scroll in the cabinet without reciting a simple chant or dispelling the spell can be affected.

The center of the room contains a circle of chairs. The chairs to the north and the south are ornate thrones. The others are wooden stools.

5) Reflection Room

In the northeast corner is the statue of a dragon. The cabinet on the north wall has five bottles and three decanters that contain 1D6 ounces each of various fluids or powders. (Roll 1D3*. A 1 is a potion, a 2 is a powder and a 3 is an elixir.)

In the northwest corner of the room is a throne. On the west wall is a cabinet that is filled with maps. In the southwest corner of the room is a statue of a large man with fiery hair. On the south wall is a cabinet warding by MEL14/EL4 Lightning Swarms. It contains the key used to decipher the code Valanas used in writing his journal. If the cabinet is touched, the protective ward is activated. The cabinet also contains a mystical treatise on the efficacy of

purification in the creation of a sentient house. Both the key and this treatise are written in the Primal Tongue. Anyone that can read will have a partial understanding of the contents.

On the east wall is a planter filled with herbs. In the southeast corner is a marble statue of Mariana.

NOTE — In his later years, Valanas sat in this room while he pondered his evil fate.

6) Master's Private Study

Anyone that breaks the seal on this door is attacked by MEL15/EL6 Flaming Death. Following this attack, if success is rolled with a BL of 8, the seal reforms itself and is again intact on a CLOSED door.

The room contains a desk and two ornate chairs. On the south wall is a cabinet containing many scrolls and a large book. The book is bound in red leather and set with gems. It is the *Book Of Girra* (An Elder God of Fire, reputedly the father of fire). It contains MEL16/EL8 knowledge of all elder forms of fire including spells, elemental knowledge, the creation of the Jinn and Fay Horses and items that are natural sources of elder fire. It is among the most valuable magical texts in the Middle World. The other scrolls and books in the room cover 13 other elder spells at an EL of 1D10-1 and an MEL of 3D6.

NOTE — Valanas and his wife used this room to study Elder Magic. When she died, he sealed the room magically. No one has entered the room since that day.

7) Library

The cabinets in these rooms contain texts on history, government, geography, art and other general knowledge subjects. No magical scrolls or books are contained in this room. In the northeast corner is a statue that depicts a dragon wrapped around a large book.

On the table is a partially unrolled scroll, the biography of Mumanus the Elder — a famed magician who lived four hundred years before the time of Valanas. It is open to a section entitled "Mumanus and the Rite of Life" if the language can be deciphered.

NOTE — The biographic scroll is NOT the Rite of Life that Players can be sent to recover. It does contain important insights that can give the party clues as to what the house can do, what the actual Rite of Life may be and other questions that pertain to the creation manufactured forces that operate in the house.

8) Guest Rooms

These rooms were used for rare guests. They are cheaply furnished with poor quality furniture. The westernmost guest room is occupied by Fiona a'Lir. The central room is occupied by Magha and Masa, her daughters. The Referee should add miscellaneous clothing and other possessions to reflect the presence of these tenants.

NOTE — Guests were never encouraged to stay at Doom Manor, especially after the death of Mariana. The condition of these rooms reflects a calculated effort to assure that any guest that might reside in them was not comfortable in doing so.

THE THIRD FLOOR

1) Hall of Life

This room is the heart of Doom Manor, in the literal sense. The floor, except for the casting circle, is black marble. The casting circle in the center is white marble set with red runes. Any person that touches any part of this large circle, in any way, will lose D100 energy points from his Energy Level IMMEDIATELY. This will happen every phase that the contact is maintained.

Inside the casting circle, at the four cardinal points of the compass, are four silver towers three feet in height. Each of them emits a tongue of flame that fluctuates like the beating of a fiery heart. Within this fiery circle is a twelve foot tall stone obelisk. It is white stone set with red, green and black runes. It provides the force that drives the manor. Without it, the manor will die almost immediately.

South of the casting circle, in an inlaid circle of white, stands the mortal remains of an ancient man, the wizard Valanas. He is

dressed in ornate white robes and is holding a sword and a dagger. Anyone that touches the circle has a chance to be affected by an MEL16/EL8 Time Stop. If he is, he will replace Valanas in the circle and Valanas will return to the world of the living. (A Character that replaces Valanas in this way is trapped. Unless someone else takes his place, he will remain in the circle forever — unless the heart of the manor is destroyed. Valanas may not be removed without risking your own life in doing so.)

Eight statues are set around the room, at the corners of four triangular raised platforms. All of these statues are Dragons. The raised platforms to the southwest and the northeast have four steps leading up to large thrones 36" above ground level. Half way to these thrones, is a small stone chair with a statue of a child-like and faceless being seated in it. On the level with these statues, at either of the other points of the triangle are two, four foot tall, gold candlesticks that are imbedded in the floor.

The large throne to the northeast is the Throne of Valanas. Anyone else that sits in it is subject to MEL16/EL8 Paralysis as long as he remains in contact with it. The throne to the southwest is the Throne of Mariana. If a person sits in this throne a MEL14/EL7 Sleep Touch spell is rolled against him. If he is affected, he comes under the control of the throne. He will walk over to the casting circle and stand on it until he dies. Both facets of this effect are determined with one roll. If the person sleeps, he is possessed. This roll is always taken subtracting 20 from the roll, i.e. a 93 becomes a 73 before any other modification.

The altar to the northwest has three levels that raise both the altar and the statue 36" off the ground. The statue is dedicated to Tehuti, the Supreme God of Balance. The altar is grey granite with a plate of white gold resting on it. Any person that touches the plate, statue or altar will be subject to an MEL15/EL2 Oblivion spell.

The altar in the southeast corner is dedicated to Omael, the Balance God of Life and Creation. It is raised to the same height as the other statue. Any person that touches the pure white altar can be affected by MEL14/EL7 Paralysis. He will be unable to remove his hand. If the person touches the statue, the effect is:

- A) First touch — Increase Constitution by 1D10 immediately.
- B) Second Touch — Increase Constitution by another 2D10 points and roll 2D10-CB to see how many phases the person is stunned. This flow of power is noticeable to any person that receives it.
- C) The Third Touch — The Character becomes one with Omael. In terms of the game, his body disintegrates into a pile of fuming power and the Character is effectively dead.

DESTRUCTION OF THE HEART OF THE MANOR

A) With the Key of Doom

One Player must stand behind the altar of Tehuti and read the scroll. A second Player must take the green wand in his left hand and enter the casting circle. There he will use it to mar the runes of the statue in green, black, red order. When he has finished this, he must topple the obelisk by striking it with the wand. While the wand-user is doing this, he is protected by the chant that the scroll-user is reading. To recite this, the scroll-user must roll **W+Em**. To complete his part before the chant ends, the wand-user must roll **D+St**.

If everything is completed, the heart is destroyed. If a mistake is made, or the destruction is not finished, the scroll crumples to dust and the wand breaks. At this point the manor will be enraged. See (C) in this section.

B) Without the Key of Doom

The Players must find a way to remove from Valanas' grasp his sword and dagger. When they have them, one of their magic-users can use them to enter the casting circle without losing points from his energy level. He will then use the sword to mar the runes in green, black, red order. To determine if he does so successfully roll an MEL16/EL8 chance of success working against an MDV of 24, i.e. the sword against the obelisk. If the result is failure, the magic-user loses D100 energy points and automatically suffers abysmal failure. The sword is destroyed in this case. If he succeeds, the obelisk must be toppled by striking it with the sword.

NOTE — If Valanas is freed, he is immediately conscious and will

resist any attempt that is made to destroy the manor, i.e. his child.

C) The result of failure

Whenever the obelisk is touched by one of the objects that can destroy it, the house will be enraged. It will immediately lash out against every creature in the house who is not in the Hall of Life. It will attack blind everywhere else.

If the attempt to destroy the obelisk fails, the manor will concentrate its attention on every person in the Hall of Life at the time and will seek to kill them all. It can and will use any object in the manor that it controls and can lift. It will fire with any permanent wards that are in range and will marshal all of its automatons to attack them. Unless they escape it will track them through the house until all of them are dead.

D) The result of success

2D10 phases after the heart is destroyed, the spirit of the house will die. Until it does, it will continue its attack. After it is dead, the permanent wards of the manor will end and time will again begin to flow through the manor. The house will suffer 950 years of aging in minutes. Within 2D6 phases after its death, cracks will begin to appear in its structure. 2D6 turns after that, it will crumble to the ground killing anyone that is still inside.

NOTE — In the event of success, Shom, Paros and Balum ill die of old age. Masa will be stunned and comatose. Magha and Fiona will be stunned while they age seven years in minutes. The aging of the house and everything in it will be obvious to the party. It will be up to them to decide that they should get out as soon as possible.

2) Personal Treasure Rooms

Valanas stored his personal possessions in these rooms. From southwest to northeast, the contents are:

SOUTHWEST ROOM

On the south wall are 4 ten-quart barrels. One contains 200GC, one contains 300SC, one has 300CC and the last has 800BB. On the west wall are two cabinets and a standing suit of armor. The cabinets contain pottery, fine glassware and small statues. The armor is an automaton that will attack any person that breaks into one of the cabinets or removes an item from the table on the northeast wall.

NOTE — The Referee will decide how good the locks on the cabinets are. If they are picked successfully, the automaton will not attack. If the automaton is touched, he attacks. The automaton is made of magically enhanced Plate Armor.

On the northeast wall is a long table. Set on raised platforms on the table are five exquisite goblets and a finely-worked dagger (A gift from Valanas's father that, to a modern collector, would be worth 50 gold coins.) All are jeweled.

IMPORTANT — If the automaton is activated it will pursue the thief until it regains the item stolen or the thief is dead.

SOUTHEAST ROOM

A library of manuscripts that were old when Valanas lived. None of them have any magical value. All would be of great value to a scholar of the Empire del'Nord. The volumes in this room are held in a central display cabinet and a number of bookshelves.

If any book is removed from this room, without negating the curse laid on them, the bearer may be affected by an MEL14/EL4 Mental Curse. He will lose all awareness of who he is and, seeing any other person, will go catatonic. His catatonia will last until the curse is negated or the book is returned to its place in the library.

NORTHEAST ROOM

To enter this room, the party must defeat an EL25 Lock. If they fail, the corridor is bathed in MEL14/EL2 Flaming Death, affecting everyone east of the door and in range. The room contains numerous paintings, eight volumes of hand-written notes (the private memoirs of Valanas) and a few tapestries.

The notes detail the life of Valanas from the age of 14 until the day before he cast his final spell. They describe the battles he engaged in, comments on his enemies and coded details on the magical skills that he mastered later in life. The final forty pages detail the last two months of his life and a precise ritual for casting

the Rite of Life (including information that allows the caster to kill or control that which he has created.) This volume is what the Wizard wants if a Wizard sends the party to find the Rite of Life or the journals of Valanas.

3) Common Library

When Valanas needed a diversion, he used this library. It contains volumes of light verse, satires and ribald fantasies. Except for the plush couch on the north wall, the other furnishings in the room are floor-to-ceiling bookcases.

4) Magic Library

This room is warded by a stone automaton that stands in the northeast corner. It has EL8 Immunity to dispell magic spells and a strength of 80. When anyone except Valanas enters the room, it will attack, grab the trespasser and throw him out. If it fails in its attempt to do this, it will attack to kill.

The room has a permanent EL7 Dispell Magic on it. It will operate on any spell that is cast into the room, or by someone that is in the room. Its MEL is 14.

NOTE – The statue will not leave the room unless someone steals something. It pursues the item until it is returned to the room. It will only kill if the thief resists its attempt to return the item.

The book shelves in this room have the equivalent of an MEL16/EL0 permanent illusion on them, i.e. it is actually EL8 but the room's Dispell Magic spell lessens its value. The illusion makes the shelves appear to be empty to anyone not seated in the throne to the west. To get a volume, the person seated in the chair thinks of what he wants. If it is there, the volume will appear in his hand. The books in this room primarily detail Strange Powers, Astral Powers and Time Powers. Some Elder and Law scrolls are also contained on the racks. The most potent volume in the room is the Tome of the Creator, which details all forms of creation, the manipulation and creation of life and basic means of animating inanimate objects. It is MEL16/EL8 for all of its spells. It is written in the hand of Valanas.

5) Master Bedroom

Valanas used this room for sleeping and research in his later life. On the west wall is a bed. On the north wall is a dresser that contains three rings, a gold neck chain (weighing one pound) and fine clothing. On the north, east and south walls is a long cabinet that contains six old cloaks, a goblet, personal hygiene tools and a few unimportant statues. Centered in the cabinets is an old chair. Towards the bed on the south wall is a desk and chair that has writing supplies and some personal items of minimal value.

One of the cloaks in the room is magical, a gift from Mariana to Valanas. Its wearer gains the following powers:

A) MEL8/EL4 Flight

B) MEL8/EL2 Levitation

C) MEL8/EL0 Insubstantiability

The goblet on the shelf acts as a trap. Anyone that drinks anything from it will suffer the effect of MEL12/EL2 Sleep Touch. If he is affected, the victim will sleep for eight hours. (Valanas used this goblet when he was unable to sleep due to melancholy or mental stress.)

6) Casting Room

Valanas used this room for casting powerful rituals. The aura of magic that remains is such that a Character with Mana Sensing or Mana Reading will get a low level impression of magic when he is within ten feet of the room.

The statue on the south wall is Girra, the Elder God of Fire. Any person that touches the statue, any part of his altar or defaces any part of the room is subject to MEL12/EL6 Smokeless Flame launched from the eyes of the statue.

On the statue's altar is a gold goblet and a solid gold plate. On each end are white gold candlesticks. The altar cloth is set with 14 small gems and embroidered with silver wire.

The casting circle in the center of the room is red stone. Anyone who steps on the circle can be affected by MEL12/EL6 Flaming Death. Unless the Player specifically says that he is not stepping on the line, he should take a D roll to see if he does.

The altar in the circle is made of basalt. On it are two silver candlesticks, a goblet and a golden plate. None of these items are magical. If they are moved, and the person that moves them stays in the circle for more than one turn, he will be attacked by a MEL12/EL6 Vengeful Horror that is summoned by the altar. Only Valanas can move these items without suffering this effect.

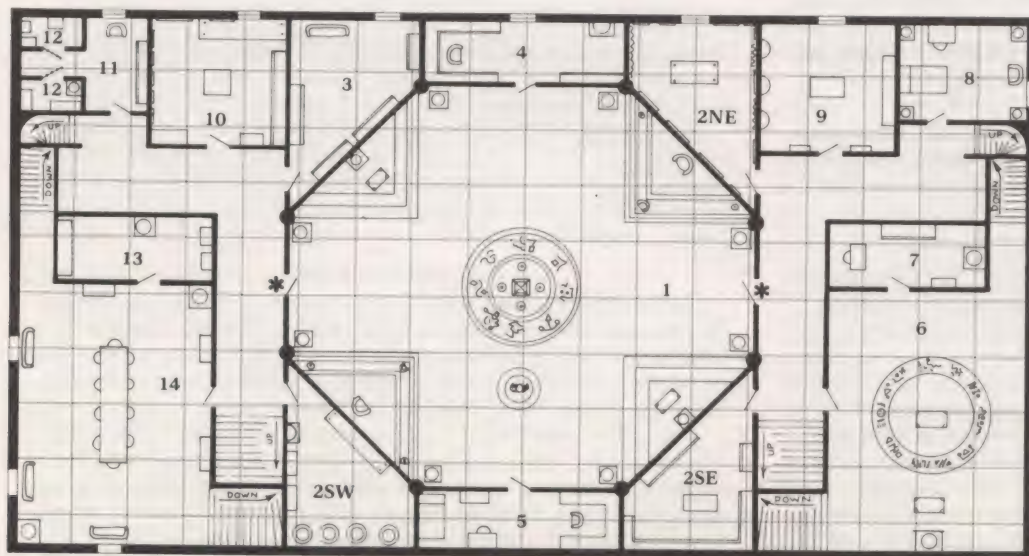
7) Work Room

A room used to prepare items for their use in magical rituals, purify goods for the casting of magic and analyze the procedures of rituals before attempting to cast them. On the east wall is a statue of Tehuti. On the north wall is a shelf that holds scrolls detailing the jeweler's craft, armorer's secrets and some uses of permanent magic.

On the south wall is a metal chest, warded with an MEL10/EL5 Opposition spell. Any person that touches it without opening its EL50 lock can be affected. The contents of the chest are three magic rings, five other pieces of jewelry and fourteen gems. It also contains jeweler's tools and polishing cloths.

•NOTE – The Referee should determine the value of the rings.

The desk and chair on the west wall were used for normal tasks. They are empty. On the desk is a small hammer and chisel surrounded by shards of gems. Used by a skilled jeweler, the hammer and chisel increases a jeweler's EL by 10 when used to cut gems.



THIRD FLOOR

- 1) Hall of Life
- 2) Personal Treasure Rooms (SW/SE/NE)
- 3) Common Library
- 4) Magic Library
- 5) Master Bedroom
- 6) Casting Room
- 7) Work Room
- 8) Mariana's Shrine
- 9) Arms Museum
- 10) Museum
- 11) Guard Room
- 12) Storage rooms
- 13) Storage Room
- 14) Main Dining Hall



8) Mariana's Shrine

The former master bedroom of the manor. Valanas set this room aside when his wife was killed as a shrine to her. The wards that protect it from others are extremely powerful and deadly.

There are four small statues in the room. Each of them is a magically enhanced, metal automaton. Their blows score normal damage and have a chance of causing MEL16/EL0 Flaming Death. All of them are four feet high, have an MR of 12 and a Strength of 40. They only attack people that enter the room or that attack them. They will never leave the room to pursue any attacker.

The throne on the east wall was used by Valanas. Any other person sitting in it is held with a strength of 60. Unless he breaks free, the statues will walk over and kill him.

The desk and chair on the north wall hold the personal possessions of Mariana. These include a looking glass that grants MEL8/EL4 Clairvoyance for 24 hours to anyone that looks into it, 19 pieces of jewelry (two of which are magical), various pieces of clothing and a small painting of Valanas that is framed in gold.

The magical items among the jewelry are:

THE CROWN OF THE OAK

- A) Double the wearer's EL in Forest Survival.
- B) Em increases by 20.
- C) The wearer gains the ability to speak with any animal that is native to the forest.
- D) The wearer will not be attacked by any non-Sidh, non-Kotothi Elder creature for any reason other than his attacking that creature.

THE AMULET OF RHIANNON

- A) Increase Ap by 30.
- B) Gain the ability to speak to any bird while the wearer is in human form.
- C) If the wearer is a trained singer, he may cast MEL9/EL4 Peace while wearing the amulet.
- D) The wearer can take the form of a sparrow and fly at an EL4 rate. There is no limit to the amount of time that these powers can be maintained. The caster must cast 1 mana point to regain human form and a successful Shape-Changing spell, aided by the amulet, to become a sparrow.

On the bed, permanently preserved with an MEL16/EL8 Preservation spell is the finely robed body of Mariana. Anyone that touches the bed or the body can be affected by MEL16/EL8 Oblivion.

The entire room is warded by a permanent MEL16/EL8 immunity to all magic, which excludes the permanent magics that are in the room.

NOTE – If a Character is a Natural Magician, has mana sensing or mana reading or has some other natural tie to the flow of magic, he will be stunned for 24-W phases if he moves within ten feet of the door – due to the deadly potency of the wards that are in the room.

9) Arms Museum

This room houses magical and non-magical arms and armor that Valanas collected over his career as a General and a wizard. On the west wall, from south to north, is a suit of scale mail, a suit of EL4 Magic Leather that has EL4 immunity to all Fire spells and an archaic suit of chainmail.

On the north wall is a rack of spears and polearms. One of these is a halberd that is EL3 magic, modified for damage only. The other weapons are non-magical.

The rack on the east wall contains different types of swords. One of them is an Elven sword. Another is a Dwarf Bastard Sword that is EL4 magic modified for hit chance only.

There are two small cabinets on the southern wall. The one to the east hold bows, the other holds arrows. One bow is elven, the other a longbow that has EL2 magic modified for damage only. The other six bows are normal. Of the 24 arrows, five are Elven. One of them is dedicated to Elfshot at EL3.

The central cabinet is a tall glass case that contains a red-bladed Great Sword. This is a named item that Valanas stole from the Sudan with the aid of his retainers. It is warded with MEL10/EL5

Flaming Death to prevent anyone from reaching it. The ward attacks anyone that comes within ten feet unless it is dispelled or negated. The name of the sword is Blood-letter. Its attributes are:

- A) Automatically casts MEL10/EL3 Quarrels when drawn in a Combat situation.
- B) Increases the S and St of the wielder by 15 each.
- C) +3 WSB and +6 Hit Chance.
- D) The wearer is immune to fatigue of any kind. He does not require sleep. If he tries to sleep, he must roll his W or less to do so (only one roll allowed per day). Each day that he does not sleep reduces his EnL by 1D10.
- E) The wearer is totally immune to all Sleep Powers and materials that gain their effect by causing the victim to sleep, paralyzing him or restricting his ability to move in any way.
- F) The wearer has EL5 immunity to all forms of magic at all times.

LIABILITY

The wearer of this blade cannot retreat from combat as long as any enemy remains conscious. Unless he rolls his W or less to control himself, he will be required to attack any magic-user that he meets. (If he makes the roll for one magic-user, he will never be required to attack that magic-user. If he fails, he will always be required to attack that magic-user while he holds the sword.)

No wearer of this blade will ever try to convince a potential enemy that he should not fight unless the wearer succeeds in rolling his W or less.

This blade may not be used to attack elder-aligned creatures, except for the Kotothi. If it does, powers A, D, E and F will not function and B+C will reverse their effect.

IMPORTANT – Any magic-user, trained or innate, that touches this blade will lose 2D10+3 energy points per phase. He may not release the blade until he rolls his W or less. If his energy level is reduced to zero or less, he will permanently lose his ability to cast magic and will be comatose until a Negate Curse spell is cast on him.

10) Museum

A finely furnished room that contains scrolls, paintings and statues that detail the lives and careers of Valanas's ancestors, from the first emperor of the dynasty to the last. To a scholar of the Empire del'Nord, the information and portraits would be priceless. The fifteen busts and seven paintings in the room are all exceptional quality art, not counting their historical value. The cabinets contain 113 scrolls that cover some 500 years of past history, starting back from the year 151.

11) Guard Room

A small room that was used as a guard post for protecting the storage rooms that are accessed by its western hallway. The rooms eastern section contains a chair and an arms cabinet. The arms cabinet has three spears in it.

12) Storage Rooms

These rooms contain various potions, herbs and incenses that are used in ritual magic and elsewhere.

The northern room contains one dose of Bdelium, 1D10 doses of Belladonna Potion and 1D6 doses each of Anemone, Celandine, Chameleon liver, Cock feathers, Euphorbia, Hellebore and Henbane. All of these items are enhanced. In addition, the room will contain 1D6 potions whose attributes the Referee should determine randomly.

The southern room contains a statue and two metal chests. The statue will attack anyone except Valanas that touches either chest in any way. It will pursue that person, whether he takes anything or not, if he leaves the room. The chests contain fourteen potions that act as MEL16/EL8 Summoning potions when they are burned in a fire. Each of the fourteen vials holds one dose of the potion. The effect of the potion makes the caster, i.e. the person that pours the potion into the fire, immune to any effect of the spirit summoned as long as he does not attack it. It does not protect anyone

else and does not give the caster any control over what the spirit does after it arrives.

NOTE – Valanas created these potions for flying raids on the Sudan. They were effective. The forces that are called by the fumes are Balance and Chaos aligned forces. If the Referee does not wish to choose which ones are called by each potion, consult the table below for a suggested listing:

POTIONFORCE		POTIONFORCE	
1	Merkabah	8	Alal
2	Zehani	9	Lammashta
3+4	Terrestrial Demon*	10	Endukuggu
5	Heliophobic Demon	11+12	Decay Demon*
6	Disease Demon	13	Kekoni
7	Subterranean Demon	14	Beast of Disorder*

*Double the normal attributes of the force summoned in these cases. The force summoned is more powerful than the standard member of that group.

IMPORTANT – Summoned forces remain for the full duration of an EL8 Summoning spell. After this they leave. If the summons brings them into Doom Manor, they will be unable to leave because of the Ghost Warrior totems. They will come back and haunt the halls seeking vengeance. The Merkabah and Zehani can never be forced to enter the manor if they are summoned under these conditions. All other forces will be.

13) Storage Room

On the northern wall is a statue of an old man. On the western wall is a cabinet that contains fine linen, porcelain and silver eating utensils (a total of 32 pieces of the Referee's choice). The cabinets on the east wall contain crystal and silver serving dishes, pitchers and other large items of this kind.

14) The Main Dining Hall

This hall was used by Valanas, his wife and his apprentices. Rarely, it was also used by guests whose ranks demanded that they be shown some degree of courtesy.

In the middle of the room is a long, oak table with ten chairs. In the northeast and southwest corners are statues of Dragons. On the west and south walls are couches. On the north wall is a glass-walled cabinet that contains an ornate, jewel-encrusted plaque that is Valanas's coat of arms. Any person that touches the cabinet, and is affected, suffers from MEL16/EL2 Lightning Swarms. If he makes a D+A roll, he may open the cabinet while he is being damaged. If not, the cabinet remains closed. (The rune is ended when the cabinet is opened.)

The cabinets on the east wall contain crystal glassware and bottles of wine.

THE BASEMENT

1) Archery Range

A long room that the manor archers used. On the east wall are bales of hay topped with one inch wide metal circles. (A good shot goes through the circle without touching either side). The cabinet on the north wall contains 73 arrows with target points. The cabinet on the south wall holds eight bows. On the west wall is a long bench. The door to this room is open. It is infested by D100 rats.

2) Cells

These cells were last used when Valanas was governor. They are empty except for 2D6 rats each.

3) Food Storage

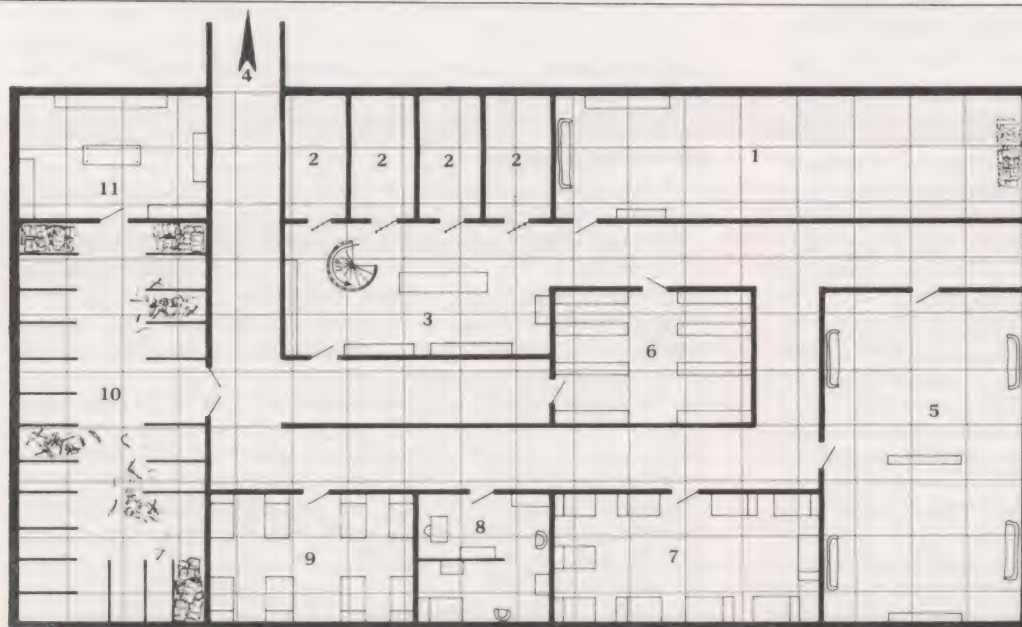
The center west of the room is the landing for a narrow circular staircase. The other items are cabinets that contain food, all at least half-eaten. The room contains D100 rats. The rats should be placed on the floor, in the cabinets and the entire length of the staircase to the ground floor. They are fed, on demand, by the manor. Also, they are as immune to natural death as are the people of the manor. This is rat heaven.

4) Sally Port

The one chink in the manor's armor. He considers this vaulted tunnel to be part of him until he can no longer sense it. Thus, people that find this tunnel can escape through it because the manor will not consider them to be escaping until it is too late for him to do anything about it. Any creature that enters the manor using this tunnel is subject to immediate, vicious attack due to a compulsion that the manor operates under. From the moment that he senses the intruder, until he flees or dies, the manor will keep up the pressure.

NOTE – The manor can sense people in the tunnel for a distance of 200 feet from the wall of the basement. The tunnel exits is a hidden cave in a forest two miles east of the manor.

If the manor is attacking, he will throw rocks (1D6 per phase) and, on any phase that it does not throw a rock, can cause the earth to split beneath the feet (MEL16/EL4 Earthquake). He will only split the earth when the party is more than 30 feet from his basement wall and when he fails to hit one of them with a rock on the previous phase.



BASEMENT

- 1) Archery Range
- 2) Cells
- 3) Food Storage
- 4) Sally Port
- 5) Combat Training Hall
- 6) Wine Cellar
- 7) Barracks
- 8) Stable-Master's Quarters
- 9) Staff Barracks
- 10) Stable
- 11) Tack Room



5) Combat Training Hall

Used for instruction in the use of melee weapons and shields. In the center of the room is a rack that holds bucklers. On the south wall, the rack holds wooden batons that simulate swords, polearms, etc. On the east and west walls are long benches used for waiting.

This room has 1D6 rats and 1D3 Diraila-ta in it.

6) Wine Cellar

The cellar contains vintages from the best that the Empire delNord had to offer. Of the 213 bottles located on the racks in this room, all are exceptional wines that were expensive a millenia ago. (Remember what the effects of sudden aging will do to wine – vinegar!)

7) Barracks

Sleeping area for the sally port guards. The room contains a permanent Watchful Sleep rune that affects anyone that sits on one of the beds. The sleeper either sleeps for eight hours OR is instantly awakened by anything that moves through the sally port within 100 feet of the basement wall. At any given time, each bed will have 1D3 rats asleep on it, i.e. rats that wandered onto a bed and went to sleep.

8) Stable-Master's Quarters

To the north of the room partition is a desk and chair, two cabinets (containing scrolls about the stable's affairs) and a chair. To the south is the stable-master's sleeping quarters. This area

has a bed, two dressers and a chair. The dresser on the north wall contains clothing. The one of the east wall contains fine clothing, two cloaks and 3 pieces of brass jewelry.

9) Staff Barracks

This is the sleeping quarters of the stable staff. Under each bed is a small chest that contains some old clothing. There is nothing of value in this room. When the room is entered, 2D6 rats will be present.

10) Stable

A large area designed for stabling 18 warhorses. The room contains the skeletons of six horses, 3D10 rats and one, completely insane, psychotic, twice-normal size Warhorse IV. The party has a 40% chance of hearing this animal when they are 1D6 x 10 feet away because whenever a rat shows its snout the warhorse chases it down and tries to trample it. It is a vicious tempered, depraved and lonely animal. Its actual age is about 960 years old. Physically, it is a 6 year old.

NOTE – The horse above will attack anything that enters its stable unless it is calmed magically. Horsemanship is of no use unless the animal is subdued first.)

11) Tack Room

This room contains bridles, hammers, nails, saddles, horseshoes and other items that would be necessary to care for a herd of expensive, top quality, horses.



VI. THE LOST CAVERN (OPTIONAL)

This section is optional. It is included in the adventure for two reasons:

A) If the party does not contain a magic-user, they will find the destruction of the manor to be extremely difficult, if not impossible.

B) The trek to the manor may not present enough difficulty for your group. The cavern can be added as a preliminary step to the conquest of the manor.

History Of The Lost Cavern

Lost Cavern is located deep in the forest, west of the range of hills that is near the manor. Until recently it was the lair of a large tribe of Goblins. Thirty years ago, they were destroyed by a Subterranean demon summoned into the area from the bowels of the earth.

Until their destruction, the Goblins lived in a relatively stable state of mutual hostility with the diurnal Wild Men that lived in the caverns above them. Each preyed on the other without the total destruction of either. Now, the Wild Men are living in the upper cavern, which serves as a late fall to early spring camp for them. They are preyed on by the demon that dwells beneath them. Only the power of their Shaman preserves them from total destruction. Some of their more intelligent warriors wonder what became of the goblins, and long for the old days when goblins were there to kill. No member of the clan cares to brave "hell" and face the fires below.

Wild Man Psychology

It is likely that the party will have to deal with the Wild Men.

There is no difference in the intelligence of wild men, compared to civilized humanity. The difference lies in the types of knowledge that they value and the total store of knowledge that is available to them. Wild Men are masters of survival with little inclination to waste their time in non-essential pursuits.

Wild Men are territorial. They will defend their land, possessions and women from any aggressor – including members of their own clan. When you threaten what is theirs, they will

respond in no uncertain terms.

In determining status, Wild Men respect physical power and the ability to provide for and protect the clan. Their chief is almost always the most feared and powerful warrior in the clan. (The only way to become chief, unless the chief dies, is to challenge him and make him back down or kill him.)

Wild Men respect wisdom and people that possess useful or interesting knowledge. Men of this kind, hunters or not, have a special status in the clan. Unless they contest a warrior physically, they are generally left to do as they wish – as long as they continue to be wise or interesting. Old men of the clan tend to become respected sages, shamans and storytellers. They are given their meat for their value in these areas.

Personal status is important for a Wild Man. A warrior's status is determined by his access to women and the amount of deference that his fellow warriors show him. Viewing the society in operation, it can also be seen from more subtle cues, i.e. a slab that only the chief may sit on, everyone else waiting for the chief to take his portion from a fresh kill, etc. With the maintenance of his dominance over his fellow warriors, the chief has the power to take whatever he wants. (This requires that the chief be intelligent or physically overwhelming. Chiefs that are neither generally try to take too much and are attacked by a coalition of warriors. They are crippled or killed and their status is lost. The chief should be among the smartest men in the clan as well as the strongest.)

Description

The entrance to the upper level of the cavern, the home of the Wild Men, is obvious. It is the only way to enter the caverns without specifically searching for another way in, i.e. the party must say that they are searching the area in order to find the lower entrance.

If the party searches, they will find the lower entrance hidden behind thick undergrowth and a copse of trees. This is the lair of the demon, the old lair of the goblins and the location of the Key of Doom. The sections that follow detail the major caves and important tunnel sections that make up the cavern.

NOTE — The key to success without great risk is subtlety. The party will not encounter the demon unless they make a great deal of noise or they wander into his cave. Remember to give them this chance. It is not required that the demon be slain, or the Wild Men faced, for the party to succeed in this endeavor.

The Rhyme Of The Lost Cavern

The following rhyme may be included in the information that you give the party about the Lost Cavern. Its purpose is to give the party some idea of what they face and an idea of where the Key of Doom, the item that they search for, is located. The Rhyme is:

Hie ye to cavern lost in wood,
Face fay lands where goblins stood.
Fare down below wild lair,
Pass fires of hell and magical snare.
Brave warrior who strives to ne'er
fail,
Find thy key in the lion's tail.

NOTE — No descriptive text goes with this rhyme. It is up to the party to make their own conclusions and determine what they should do.

Cavern Placement

The Referee will decide where to place the cavern. Wherever it is placed, the map or information that the person who hired the party gave them will tell them how to find the cavern.

THE UPPER LEVEL

1) The home of the family of Gharol-skar (Heavy Wood). It contains a central hearth, furs for sleeping and tools that are used in preparing hides, making weapons, etc. The southern part of the cave is separated by a light wooden cage with spiked bars. It is used to store food supplies including, live prey.

Gharol-skar is 30 years old. His family is composed of his father Anit-mara (Life Bringer, 46), his brother Cur-orna (Dog Mouth, 24) and Lea-ani (Lion Breath, 22), his wives Gharol-aghi (Heavy Water, 24) and Ti-meba (Little Mouse, 16), and three unnamed children — a ten year old girl, a seven year old boy and a three year old boy. (In this society, the name that a child is given at birth is of no importance. At puberty, for girls, or with his first kill, for boys, the clan decides on their true name. Until this adult name is earned, the person has no standing in the clan. It is as if he or she never existed if they die.)

IMPORTANT — Anit-mara is the Shaman of the clan. He is MEL6/EL2 in seven Shamanic spells of the Referee's choice. Two of these spells must be Exorcism and Protection from Chaos.

2) The home of the family of Schagar (Boulder, 36). It has a hearth and sleeping furs. Tools are kept beneath the furs when they are not in use.

NOTE — The members of Schagar's family are his wife Sa-anis (Refreshing Light, 30), his eldest son Scha-skar (Stone Wood, 16), his eldest daughter Banazi-anis (Blinding Light, 13) and two unnamed girls, ages nine and six.

3) This is the clan common area, used for day-to-day work and tasks requiring aid from other clan members (those outside of one's own family). It is also used for trading, gossip and other social events. Beyond the people that may be here, the area will contain hides, stone tools, cores of flint and other items, considered valuable by a Wild Man.

This area is also used as a sleeping area by young orphaned warriors. The five warriors that sleep here are Aghazi Po (Watering Spear, 17), Ti-brogh (Little Mountain, 16), San-mea (Blood Eater, 16), Charol-man (Heavy Hand, 15) and Ne-man (Black Hand, 14).

NOTE — Aghazi Po, San-mea and Ne-man are brothers who lost the rest of their family to the demon. The others are outsiders that have been accepted into the clan because of their strength and charisma.

4) This is the clan temple and meeting hall. To the south is a crude wooden statue with an anthropomorphic and phallic design. It stands behind a stone slab altar. On the altar are pots filled with food. To the east are two stone slabs. The one closest to the

altar is reserved for the chief. Any other warrior that sits on it is challenging the chief and will have to fight or back down. The other slab is kept vacant for Anit-mara when he chooses to use it. In the center of the cave is a communal hearth that is used to cook the clan's more important meals. When in the room, except for the exceptions above, members of the clan sit or stand in the dirt in the open area.

5) The cave of the family of Agha-scha (Water Stone, 28). It contains the items listed for cave 1. The members of the family are Agha-scha, his brother Hari-shi (Grieving Child, 23), his brother's wife Agha-mandi (Water Maker, 20), his wives Tia-man (Small Hand, 16) and Beu-nasa (Pretty Nose, 14) and five children, three fathered by Agha-scha and two by Hari-schi, who are unnamed. They are a five year old and newborn girl, a four year old boy and two three year old boys.

6) This is the cave of the chief of the clan. This warrior is the leader of the clan and is feared by all. His name is Scha-mori-ka (Stone Death, 30).

NOTE — In this language, the ending Ka indicates that the person is the chief. Including it in naming someone is the ultimate verbal sign of respect and obeisance.

The family of Scha-mori-ka are his wives Kai-nasa (Royal Nose, 27), Tina-oci (Tiny Eyes, 22), Goi-anit (Sweet Bringer, 20), Mor-man (Dead Hand, 17), Nei-agma (Dark Water, 16) and Beu-un (Pretty One, 14), his eldest son Anitazi-mori (Living Death, 13) and eight children who are unnamed. The unnamed girls are twelve, eight, four and three. The males are eight, six, two and one.

NOTE — The clan symbol of leadership is an old Iron Great Sword that was taken from a barbarian warrior over one hundred years ago. This is with the chief whenever he is in the cavern or at war. When he is hunting, it is kept in his family cave.

7) This cave is used as a refuse pit. It contains the accumulated refuse of over 200 winters of occupation. Little effort is made to keep this area clean. It has a large number of rats and is the home of 2D6 Asps. (The tribe hunts the rats and snakes when better food is scarce.)

8) This cave is only reached on a narrow ledge that passes over a deep (250 feet) chasm. It is not used by the clan and is taboo. They call the cave Hoi a'mori — the House of Death.

The cave is empty except for a rock chute that descends down for fifty feet at an 85 degree angle. It has good handholds and the rock is solid. It is an easy climb in either direction for any person with a rope or who knows Climbing; if neither, increase the difficulty level by one.

THE LOWER LEVEL

1) This cave, and the tunnels leading to it for ten feet in any direction, are unstable. Loud noises, i.e. the passage of a large party or a creature that is not trying to be careful, can start a rock fall. The chance is 30%. If a fall occurs, roll at medium range for Other Weapons to see if anyone is hit. Roll 1D3-1 times for each person that is in the fall area. Each rock that hits someone will score the damage rolled plus 1D6-1 to reflect the weight of the rock. In addition, if a rockfall occurs, the Demon will be attracted to the party.

2) The cave is filled with old refuse, broken bones and useless equipment. The bones have been burnt and split and the marrow sucked from them.

3) The room is occupied by the twisted, broken and scorched skeletons of 29 goblins. No equipment of any value here.

4) The lair of Mujape, the Subterranean Demon. (The destroyer of the goblins who used to live in the cavern). The cave contains the demon, two magic items, three military items, two gem, jewel and jewelry items, four coin items and one other treasure.

NOTE — Mujape is crafty. If he hears the party coming (40% chance) he will collapse the tunnel after one or two of them have entered his cave. He will then attempt to destroy those two before moving the earth so that he can attack the others. If he starts to lose, he will try to escape, swing around and attack the party when they are not expecting him. He will fight until he dies or kills all of his enemies.

The Lost Cavern The Upper Level



The Lost Cavern The Lower Level

5) This cave is vacant except for a rock chute in its eight foot high ceiling that leads to cave 8 in the Upper Level.

6) The room contains smashed wooden bars, the skeletons of two humans (behind the fragments of the bars) and 17 goblin skeletons. All 19 skeletons are broken and scorched.

7) A vacant area.

8) The western part of the room has a broken altar and a charred wooden statue. Scattered around the altar are the skeletons of five goblins, scorched and broken. All of them are wearing tattered leather armor. In the southern part of the room are shattered chests that held the goblin's treasure. In addition to the bones and boxes, the cave is the warren of 15 Diraila-ta. They will try to sneak up and attack anyone that enters the cave.

9) The Tail Of The Lion

The tunnel that leads to the tip of the tail is warded by three traps. The first is a deadfall that releases over 100 boulders in a 10 square foot area if the trap is triggered. Anyone in the area is automatically hit 1D6 times. To determine the effect of the hits, roll the number of times indicated on line +10 and add 5 to the normal damage that is scored by each hit. If the rocks fall, they will block the tunnel. It will take the party (24/the number of people in the party) turns to dig their way through.

EXAMPLE - There are 9 people in the party. Three are killed when the boulders fall. The remainder must spend 24/6, four turns moving the boulders.

IMPORTANT - Per +1 SB: reduce the time by one phase. Per five hits that a person has taken: reduce his SB (for moving these boulders only) by 1 if the total reduction exceeds his StB x 5.

EXAMPLE - The Character has taken 7 hits. He has SB +1 and StB +2. The reduction would be 1. Because the StB is +2, this reduction is not applied and his help gets the work done faster. If the number of hits had been 23, the reduction would be 4 and it would apply because 4 is greater than 2. In this case it would take two phases longer with this person helping.

The party discovers the trap if the leader makes an I+ (Underground Survival I x 10) roll. If he fails, he must make a D roll. If he fails both the rocks fall. If he makes the second roll, he fails to trigger the trap and walks on. The next person is required to make the same rolls. This continues until the trap is discovered, and avoided as an obvious threat, or until it is triggered by a misstep.

If this trap is triggered, the noise will bring Mujape.

The second trap is a sword pit. The leader makes an EM+ (Underground Survival I x 10) roll to see it. If he fails, he makes an A roll to avoid falling in. If he fails this, he falls in and takes 1D6 sword hits from the swords below in addition to the full damage for falling twenty feet. Roll on line +10 to determine what type of hits are scored by each sword hit.

If the leader sees the trap or falls in, the trap becomes obvious. If he avoids it, he must tell the party to watch out or they will have the same roll to fall in.

The final trap is a permanent rune geared to attack any non-goblin who is walking towards the altar that is behind it. The power that is used is MEL4/EL2 Smokeless Flame. The leader can see it before he is attacked with an I+Em roll. If it is seen it can be dispelled or the person in the lead can try to dodge past it, i.e. as for Dodging Magic in Book One.

This ward is limited. It will only attack persons that are moving towards the altar. Those that are moving away are not subject to attack. (No you can't walk backwards towards the altar.)

THE KEY OF DOOM

Past the flame rune is a simple stone altar. On the altar is a small scroll and a green wand. The scroll bears magic such that anyone who can read, can read the scroll. With the wand, it is the Key of Doom, a weapon that is capable of destroying the life of Doom Manor.

NOTE - These items were stolen from Valanas by a runaway apprentice. He was captured by the goblins and eaten.

USING THE KEY

See the section that details the use of the key in the Destruction of the Heart of the Manor section preceding.

10) A refuse pit that contains new garbage. It is used by the current resident of room 11.

11) The home of Nameless, a twenty year old wild man, the son of Schagar, who was thrown out of his clan because, by the age of 17, he had yet to kill. He is a quiet, timid and shy man who will hide if he hears anyone coming. He is afraid of men and terrified of the demon. He exists by foraging for fruit, nuts and berries.

The cave contains Nameless's carving tools, a stolen fur, fresh fruits and vegetables, miscellaneous tools, trinkets that he has stolen and beautiful carvings that he has made. The carvings show exceptional artistic talent. Nameless is a Michaelangelo in fur.

If Nameless is cornered and communicated with, in some way, he will know the location of the demon and the key. He will warn the party about how terrible Mujape is and that, when they enter the lion cave, they must watch out for "death snakes" (Mori-serpi).

FINAL NOTE

Doom Manor is not designed for a simple hack and slash solution. To conquer without littering the halls with new corpses, the party must use their heads. From the moment that they enter the manor, they should begin to get a better and better understanding of the manor and its occupants. It is up to them to evolve, from this information, a well thought-out, subtle plan that will allow them to use the people and the flaws of the manor to their advantage. For this reason, I have not included a step by step flow through the manor itself. There are too many possible courses of action for such a pre-set formula to apply.

In refereeing this adventure, it is extremely important that the Referee master the background material that is presented. This material provides the information that the Referee will need in deciding how the manor, and its individual residents react to the actions that are taken by the party. The sections that describe the rooms and powers of the manor are crucial in setting the stage that allows this adventure to be played. As Referee, you should gain an understanding of this information, determine what it means to you and run your adventure accordingly.

APPENDIX A: THE WILD MEN

Except for the following individuals, all of the Wild Men will have the average statistics that are listed in **Powers & Perils**. (See Human Encounters in Book Four.) Each unlisted warrior will have a CEL of 1D3 which should be added to his OCV and DCV.

SCHA-MORI-KA, Chief of the Clan

HPV 33	OCV 13	DCV 9	CEL 8	
S 60(+3)	St 42(+2)	D 20(+1)	A 12	C 27(+1)
I 24	W 30	E 10	Em 9	Ap 12
MR 10	NAV 0	MDV 7	EnL 57	CDF 4
Height 75 inches	Weight 225 lbs.	Age 30		

EXPERTISE

EL2 Great Sword	EL80 Wild Man Tongue
EL6 Club	EL30 Sign Language
EL4 Spear, fight and throw	EL6 Forest Survival*

*All Wild Men get +2 in their Survival skills.

SCHAGAR, Old warrior of the Clan

HPV 26	OCV 12	DCV 11	CEL 9	
S 40(+2)	St 24(+1)	D 30(+1)	A 16(+1)	C 39(+2)
I 8	W 20	E 3	Em 36	Ap 30
MR 11	NAV 0	MDV 7	EnL 59	CDF 3
Height 62 inches	Weight 137 lbs.	Age 36		

EXPERTISE

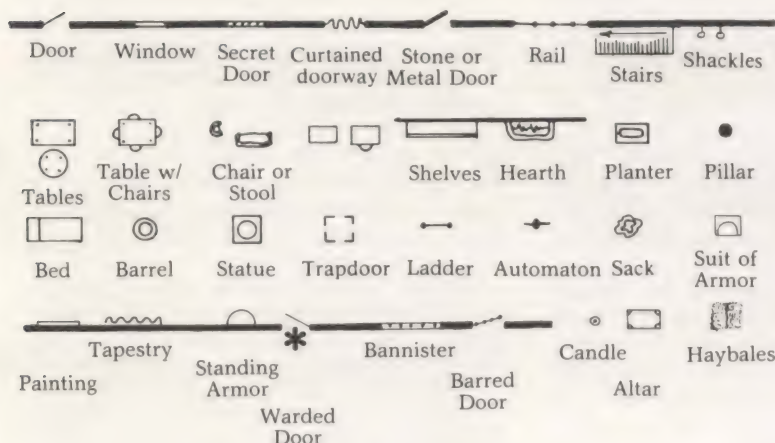
EL7 Spear, fight and throw	EL80 Wild Man Tongue
EL2 Club	EL40 Sign Language
EL50 Armorer*	EL2 Musician

EL60 Forester
EL30 Elf Sidh

EL7 Forest Survival

ANIT-MARA, Old Shaman of the Clan

HPV 25	OCV 6	DCV 8	CEL 4
S 20(+1)	St 28(+1)	D 33(+2)	A 36(+2)
I 30	W 60	E 36	Em 40
MR 12	NAV 0	MDV 16	EnL 111
MEL 6	EL 2	Casting Ability 68	
Height 73 inches		Weight 205 lbs.	Age 46



SYMBOL KEY
Doom Manor

EXPERTISE

Trained Shaman
Bear Tonah
EL80 Healer
EL80 Herbalist
Seven Shamanic spells
EL4 Club

*Skill in fashioning stone weapons, clubs and other wild man weapons only.

EL80 Wild Man Tongue
EL70 Sign Language
EL9 Forest Survival
EL80 Forester
EL80 Armorer*
EL5 Spear, fight and throw

GHAROL-SKAR, Ambitious warrior in the Clan

HPV 34	OCV 10	DCV 6	CEL 6
S 80(+4)	St 13	D 10	A 8
I 12	W 27	E 30	Em 20
MR 10	NAV 0	MDV 6	EnL 67
Height 76 inches		Weight 228 lbs.	Age 28

EXPERTISE

EL10 Club
EL0 Spear, fight and throw
EL30 Forester
EL3 Rhetoric

EL80 Wild Man tongue
EL30 Sign Language
EL5 Forest Survival
EL3 Actor

NOTE — Gharol-skar is the son of Anit-mara. He is on the verge of challenging for the chieftainship. Many of the warriors of the clan respect him greatly.

What Does a HERO Want?

A Selection of Article Topics for HEROES Magazine

We can put the gamut of articles into several categories:

RULE MODIFICATIONS AND EXPANSIONS: We all like to tinker with our favorite game, a habit born of necessity in the early days of our hobby. It may be that one sign of a dedicated gamer is the desire to change the rules to suit his own biases.

When submitting the article, make sure it is written in the same format as the original rules. Remember: the game's designer, as well as the rest of the gaming public, will be reading your prose, so be sure of your work before you send it in.

NEW MONSTERS/MAGIC ITEMS AND WEAPONS: This article is very easy to write, and very hard to write well. It must have a real value to the reader for us to accept this type of article. The creature must be more than a string of attributes, and a brief description of its powers and looks. Take the time to *design* it. Give it a reason for existing. Tell about how it will fit into a fantasy world. It won't be impossible to get an article on this subject into *HEROES*, but it won't be easy, either.

ADVENTURES: We like them. We hope to use one in every issue. They can be of any length, but if it goes over 16 typeset pages (about 96 double-spaced pages), you might want to send a query letter first. The scenario can be done on any of the four role-playing games we cover: *RuneQuest*, *Powers*

& *Perils*, *James Bond 007* and *Lords of Creation*.

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ADVICE: This is a really tricky article to do, simply because it has been done so many times before. What we're looking for here is a dash of imagination or a new tack on an old subject. We would like to see articles on how to improve *ROLE-playing*. That is, getting the players to assume the identity and limitations of their characters, rather than playing the "straight" stereotypes of barbarian fighter, wizened magic-user, and woodland elf.

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The Rules of the Game

When sending in articles, we ask that you follow the standard procedure in the magazine industry: typewritten pages with double-spacing, generous margins, your name and address on the first page, and a stamped, self-addressed envelope. The SSAE is very important, because it makes our job so much easier. It also ensures that you will get your article back if we reject it, or want a rewrite.

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sons.

Holding the honor of being Master of the Dragon Caves, Dyvim Tvar was Melnibone's foremost soldier. In action he is a skillful, prudent general and the best example of Melnibonean knighthood.

Dyvim Tvar had two sons by his mistresses Niopal and Saramal – Dyvim Slorm and Dyvim Mav. Fearing that Elric would be the doom of Melnibone, he ordered the boys' Dragon Master training to begin before they were quite of age.

Despite his misgivings, Dyvim Tvar remained in Elric's cause. Inconsolable with grief when he believed Elric had perished at sea, he helped his emperor regain power when the latter unexpectedly appeared in the palace. He accompanied Elric on the pursuit of Yyrkoon to Dhoz-kam, and was one of the few Melniboneans strong enough to face the Mirror of Memory and survive.

Neither he or Cymoril would accept the office of Regent when Elric announced his intention to go wandering. This forced the emperor to trust the compromised Yyrkoon – who later used his position to take the throne. Dyvim Tvar's attitude to this is not described in the books, but he did not communicate with Elric and retained his office as Lord of the Dragon Caves.

Elric's attack on Imrryr was successful, but in the aftermath, Dyvim Tvar led the dragon squadrons in pursuit of the raiders' ships. Only Elric's personal vessel escaped the coordinated attack of the dragons and the Melnibonean golden battle barges.

Dyvim Tvar shared the fury of all surviving Melniboneans at Elric's act. Still, neither he nor any of the other Imrryrites actively sought him for vengeance. Leaving Melnibone, Dyvim Tvar organized a band of mercenaries and made a living fighting the wars of the Young Kingdoms.

While passing through Bakshaan, Dyvim Tvar was approached by Elric. He reluctantly allowed himself to be persuaded to follow Elric against the Pan Tangan sorcerer Theleb K'aarna, whom he also hated. The assault was successful, but an enemy dart mortally wounded the Dragon Master.

After Elric and Yyrkoon, the Dyvim Tvar unit in *Elric* has the greatest Melnibonean Combat rating. He, Elric and Dyvim Slorm alone may use the powerful Dragon spell.

Magum Colim: The admiral of the Melnibonean navy is featured in "*Elric of Melnibone*" and "*The Weird of the White Wolf*." He is another of Elric's loyal friends, although he is considerably older. It was

from Magum Colim that Elric learned most of what he knew about fighting ships and sea-fighting.

Characteristically, Magum Colim wears sea-green armor and goes forth to battle upon the imperial flagship, *The Son of Pyaray*. In ancient times hundreds of the golden battle barges dominated the trade lanes. By Elric's reign, under forty remained in service. These Magum Colim directed masterfully and never lost a sea battle.

During Elric's quest to Dhoz-kam, Magum Colim was left as the military commander of Melnibone. Later, like Dyvim Tvar, Magum Colim fought against Elric the day he brought doom to Imrryr. As ever, he triumphed. It was his last known victory. What befell the great admiral in the wake of Melnibone's destruction is not reported in the stories.

In *Elric*, the mustering of the golden battle barge unit will bring in Magum Colim.

Saxif D'Aan: The story of Saxif D'Aan is told in "*The Sailor on the Seas of Fate*." Believed dead two hundred years before Elric's time, the earl Saxif D'Aan in fact survived, an exile in a different dimension of the multiverse. He ruled a barren domain called the Islands Beyond the Crimson Gate, uninhabited except for the random

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game with only two magic spells. Elric begins with one spell and determines his starting location with a random appearance. Elric will never make his initial appearance in Pan Tang. Either choose another nation listed on the magic counter or, if no other nation is listed, then pick another counter. Once Elric has made his random appearance, the game commences normally with the Theleb K'aarna player moving first. This scenario has no time limit.

The Theleb K'aarna player wins a decisive victory by eliminating Elric. The Elric player wins a decisive victory by eliminating Theleb K'aarna. Elric or Theleb K'aarna may first attempt a heroic escape before they are considered eliminated (see Special Rules). Should the game end due to a tip in the Cosmic Balance towards Chaos, Theleb K'aarna wins a marginal victory. Should the game end due to a tip towards Law, then the scenario is declared a draw.

Special Rules

a) The Melnibonean counters are not set-up in Imrryr. They may be mustered normally however. Treat Imrryr as an unwallled city enterable by any unit without the aid of Elric. Control of Imrryr has no effect on the victory conditions.

b) Theleb K'aarna should be treated as an independent personality. Pan Tang begins the game as a neutral

country and may be mustered normally by either Theleb K'aarna or Elric.

c) The rules for the control of Elric (11.12) do not apply. Elric may be moved normally as an independent personality and he will *never* make a random appearance at the beginning of a turn in which he is not stacked with another personality. However, after each battle in which Elric uses his combat value, he must still check to see if Stormbringer takes control of him. On a roll of 5 or 6, Stormbringer will slay the friendly personality with the greatest combat value in the stack, excluding Moonglum. Personalities with a parenthesized combat value are considered to have a value of zero for determining who Stormbringer will slay. Should no friendly personality, or only Moonglum, be stacked with Elric, then Stormbringer will have no effect.

d) Whenever Stormbringer slays a friendly personality, shift the Cosmic Balance one towards Chaos and have Elric immediately make a random appearance with the following restriction: Elric will never make a random appearance in the capital of an unfriendly nation. Instead, choose another nation listed on the spell counter or, if no other nation is listed, then pick another counter.

e) The following special rule applies only to heroic escapes attempted

by Theleb K'aarna or Elric. Whenever the Cosmic Balance is unbalanced on the side of Chaos, add the value of the balance to any escape attempt die roll made by Elric and subtract the value of the balance from any escape attempt die roll made by Theleb K'aarna. For example, the Cosmic Balance is on the fifth space of chaos and has a value of two. Should Elric be eliminated, he needs to roll a four or less to successfully make a heroic escape; otherwise, he is permanently eliminated and Theleb K'aarna wins the game. Should Theleb K'aarna be eliminated, he must roll a three or less to make his heroic escape. The value of the Cosmic Balance is always determined after shifts have been made due to the effects of any magic counters played in the preceding combat. Note: Elric will always make a heroic escape on an unmodified die roll of one and Theleb K'aarna will always fail to make a heroic escape on an unmodified die roll of six. Should the scale be unbalanced towards Law or resting on the neutral space, then no modifications to the escape die roll are made. In the unlikely event that both Elric and Theleb K'aarna are eliminated on the same turn, then Elric wins a marginal victory.

f) If Elric suffers an elimination result in combat, the Theleb K'aarna player may use **chaotic** magic to reduce the chances of Elric making a

sailors whom he ensnares with the Crimson Gate.

The Crimson Gate is a dimensional warp which Saxif D'Aan learned to control by magic. From the most brutal of those who sailed into it, the earl chose a filthy crew of cutthroats as his followers. These he used to unleash upon those ships that came through from the Young Kingdoms, murdering, pillaging or taking prisoners as it suited him. In stark contrast to the tattooed barbarity of his men, Saxif D'Aan was an elegant dresser.

The dimension of his refuge inhibited the practice of normal magic, but over the long years he acclimated his sorcery to it. He learned to preserve his life and vigor, yet he dared not return to the Young Kingdoms lest his artificially-preserved life evaporate.

The tragedy of Saxif D'Aan was that he had a human-like emotional streak in him which worked with his merciless Melnibonean nature to maximize his errors and failings. In youth he loved a slave girl, Gratysha, a strange thing for a Melnibonean to do. Circumstances led him to believe she loved instead the warrior Carolak. He banished Carolak to another plane and broke Gratysha's body in torture. Only her protests of love to her dying breath convinced the earl of his terrible mistake.

Grief-stricken, he wandered away, seeking the Crimson Gate in hopes that it would swallow him up to oblivion. He found it, but not the death he sought.

By his arts, he spied upon the Young Kingdoms. At long last he discovered that Gratysha had been reincarnated as Vassliss of Jharkor. He captured the ship she sailed on, but she escaped and fled from him. He captured her again, this time on the vessel of Smiorgan Baldhead, a count of the Purple Towns.

Smiorgan and Elric – who had entered Saxif D'Aan's realm by another route – sought to defend Vassliss, but even Stormbringer would not operate as it should in the strange dimension. As a last resort, Elric sent out a magical call for Carolak, Gratysha's lover of yore, who challenged the earl to a test of arms.

Seeing in his rival's appearance his long-delayed destiny, Saxif D'Aan consented to a sword duel to the death. He perished in it without regret.

The Saxif D'Aan unit in *Elric* musters in the Young Kingdoms. His magical rating of "1" seems rather low, but is understandable, since only among the Islands Beyond the Crimson Gate does his powers operate at their maximum.

Yrkoon: Elric's cousin, Yrkoon, motivates much of the action in *"Elric of*

Melnibone" and *"The Weird of the White Wolf."* He was a dark, handsome man who was said to have kept a hundred mistresses before his short life was through.

Next in line to the throne, Yrkoon resented the lingering survival of his sickly cousin. Arrogant and outspoken, Yrkoon maligned the emperor in court circles and continually walked the borderline of treason. He scorned Elric as a visionary scholar, though he himself delved into the arcane lore of sorcery more than any living Melnibonean save Elric himself.

Yrkoon advocated war to reestablish the trade lost to the Young Kingdoms, to impose direct authority upon the split-away provinces of the old empire. Melnibone lacked soldiers, but with supernatural aid he believed the work could be accomplished. Though Yrkoon was an excellent swordsman, he never did prove to be a competent general. He either wasted Melnibone's power in overkill attacks, or he left his armies in command of inexperienced field officers while he experimented with new sorceries or plots.

He was nonetheless popular with a faction in Imrryr, who supported his pretensions to royal power. It was thought by some that he would prove to be an emperor in the old style. Actually Yrkoon owned most of the vices of the human race he

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successful heroic escape. A maximum of **one** spell can be cast and the casting magician must have participated in the combat in which Elric was eliminated. When a magician casts a spell for this purpose, the value of the magic spell is added to the escape attempt die roll made by Elric. This adjustment is in addition to any modifications made to the die roll due to the value of the Cosmic Balance. However, Elric will still make a successful heroic escape on an unmodified die roll of one. After the heroic escape is attempted (assuming Elric succeeded and the game continues), the Cosmic Balance is then moved the appropriate number of spaces towards Chaos according to the value of the spell. The spell is also discarded. A magician which has just used magic in the preceding combat may still cast another spell to affect Elric's heroic escape.

Theleb K'aarna or Yrkoon (if controlled by the Theleb K'aarna player) may use conjured magic to alter Elric's escape attempt die roll subject to the following special restrictions: 1) conjuring a chaotic spell will alter the die roll normally; 2) a neutral spell, if drawn, has *no* effect on the die roll, though the Cosmic Balance will still be adjusted towards neutral according to the value of the conjured spell; 3) a lawful spell will result in the value of the spell being **subtracted** from the

escape die roll, in addition to the movement of the Cosmic Balance the appropriate number of spaces towards law. Note: Theleb K'aarna or Yrkoon may never conjure magic for this purpose if they already have a lawful spell in their possession (because any chaotic magic conjured by them would automatically conflict with the lawful spell in their possession).

Whenever Elric attempts a heroic escape, *never* more than **one** spell can be cast or conjured to modify his escape die roll.

g) During the Search Phase, the searching player may use magic to help him find an enemy stack containing either Elric or Theleb K'aarna in the wilderness. A maximum of **one** spell can be cast and the casting magician must be present in the wilderness province where the search is being conducted. When a magician casts a spell for this purpose, the value of the spell is added to the search die roll. After the search is conducted (but before any combat takes place), the Cosmic Balance is adjusted according to the value and alignment of the spell. The magic spell is then discarded and the casting magician may still use magic normally during the ensuing Combat Phase. Spellcasters with an exclamation point next to their spell capacity may conjure magic to use in searches, subject to the usual restrictions (see 8.22).

h) Rule Clarification: Units withheld from combat still suffer losses normally. Casualties are first removed from the units which actively participated in the combat; the remaining casualties (if any) must then be satisfied by the withheld units. If the defending player withholds all of his units and retreats one province, combat is still conducted, except that the retreating force is considered to have a combat value of zero. However, defending units which have retreated one province will *avoid* the effects of any fleet or army eater spell cast by an attacking magician, though they will still suffer casualties inflicted by the other attacking personalities and armies in the stack.

Scenario Eight:

Elric versus Theleb K'aarna (short version):

The same set-up instructions and special rules apply with the following exceptions. Elric begins the game in Dhakos, capital of Jharkor, with two magic spells and he does not initially make a random appearance. Theleb K'aarna starts with only one magic spell and still has the first move. This scenario lasts ten turns. If at the end of the final turn, Theleb K'aarna is still alive, then the Theleb K'aarna player gains a marginal victory.

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in a narrative form that is easy-to-read and allows for explanations of causes and effects. These explanations serve as guidelines for the Gamesmaster on how to run encounters and detail the NPC's activities. Also, minimally important areas such as storage closets and bathrooms could be described in one or two sentences, or all grouped together under one heading. This format was considered preferable for the Bond adventures since the Major Villain, Privileged Henchman, and other NPCs do not sit about in a room waiting for the door to open to activate them.

Such a format does force the GM to be familiar with the entire description of the area, which can be seen as an added burden on some overtaxed shoulders. It has been my experience at times, though, that room-by-room formats won't mention an important fact until the very end of the description, by which time it is usually too late.

This narrative style also lends itself to achieving what is called the "Fleming Effect," the use of such descriptions so as to make the reader "feel" the scene as much as possible. For the "Effect" to give these fantastic adventures a sense of reality required me to have a better than working knowledge of the subject. So when I wrote the description of the gold refining process, used at Auric Mining, it was a scaled down version of actual techniques. The bomb and its effects are based on meticulous research which also allowed me to extrapolate the added theoretical result.

This final theoretical result had to have some groundwork in reality to give the players a chance to figure it out on their own. After all, Bond does live in this world, so it would be frustrating to players to have the final twist be so obscure or removed from reality that they would never think of it.

There is also the precedent mentioned above, that when the witness of time is finally heard, the equipment in a Bond adventure is not all that farfetched. Most of the fantastical gadgets and effects in the Bond movies had some basis in reality. From the space station in "Moonraker" right down to the cigarette rocket in "You Only Live Twice," the gadgets are theoretical, if not practical.

As discussions progressed, it was decided that the Bond adventure should contain something tangible for the players to get. The idea that the players would be able to really see and touch what their characters saw and touched would enhance the verisimilitude of the adventure and give the players a chance to extract clues.

All in all, I am quite proud of "Goldfinger" (the adventure, not the man). It was probably the roughest adventure done for the game since we were establishing precedents. But not many people get a chance to take something they love and iron out the kinks they see.

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their physiology is much more sophisticated. Felines stand 8 feet tall and weigh 400 pounds. They are bipedal but retain their tail for a better sense of balance.

Psychological Profile: Felines are born warriors. They love a good fight and have a highly developed "Cult of the Warrior" similar to that of chivalrous knights or Samurai. Felines take pride in their extreme sophistication, but often revert to barbarism in times of crisis.

Political Profile: Because of their extreme aggression and their excellent fighting skills, the Felines have conquered large areas of the galaxy. Only the Humans have been more successful in space. The Feline Confederation is more accurately an imperial confederation. The Feline emperor is revered, but holds little real power over the various states of the confederation. The Feline Confederation is currently at peace, but war is likely to break out at any time.

Ability Generation: Roll 3d6 + 1d10 each for MUSCLE, SPEED, and STAMINA. Roll 2d10 each for MENTAL and LUCK. The minimum basic ability score is 6.

Inherent Traits: Felines have retractable claws. Their unarmed combat does an additional 1d6 points of damage.

At Start: Felines begin with 1d100 x 10 Credits and have one less skill.

Skill Preferences: Felines prefer combat skills. Their non-combat preferences are the professions of Commando, Espionage, Futuristic, Master Criminal, Medical, Pilot, Street Criminal, Theatrical, and Wilderness.

Power Preferences: Felines prefer the power classes of Adept, Projector, and

Somatron.

Notes: The name "Feline" is a translation of their name for themselves and means "The Cat Kings."

HUMANS

Humans are similar to their 20th century ancestors. They are, on the average, taller and heavier, healthier, and better educated because of technological advances. The average life span is about 120 years.

Psychological Profile: Humans take for granted the fact that they dominate the galaxy. They tend to be unconsciously arrogant and mildly condescending. They find it difficult to understand why everyone in the galaxy does not like them.

Political Profile: After Terrans developed space travel, Humanity burst out into the galaxy like an explosion. Humans account for at least half the intelligent population of the galaxy. Their extreme flexibility combined with ruthlessness and tenacity has made them the most successful of the space-faring races. The dominant power is that of Imperial Terra and its strongest enemy, the Starnomads, also originated from the planet Terra.

Ability Generation: Roll 2d10 for all five basic abilities. The minimum basic ability score is 8.

Inherent Traits: Since they come from a futuristic setting (as do all the races mentioned in this article), Humans can start with the Futuristic profession and the futuristic levels of other skills. They get their starting equipment mainly from the Futuristic Equipment Table.

At Start: Humans begin with the full number of skills plus 2d100 x 10 Credits.

Skill Preferences: Since the Skill List was designed for Humans, they are likely to take any profession except Magical.

Power Preferences: Humans are likely to take any power class except those classed as magical (Adept, Invoker, Sorcerer, and Wizard).

Note: Humans are the basic character type, here in a futuristic setting instead of a present-day setting (as in the LOC rules).

Part Two of this article, covering Lupines to Starnomads, will appear in Heroes #3.

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despised. In everything he did he showed himself reckless, willful, brutal and unsubtle. He earned death many times and was spared only by Elric's mercy.

During a sea battle off Imrryr, he cast the exhausted Elric overboard and reported him slain in battle. With the aid of sea elementals, Elric returned. Escaping vengeance, Yyrkoon fled with a troop of soldiers to Dhoz-kam where he went about building a barbarian army for the conquest of Melniboné. He was sought by air and sea, but his magic kept his hiding place unknown.

He prepared the Shade Gate, a passage to a demonic dimension, in hopes of acquiring the demon-swords of Melniboné's early history. When Elric foiled his defenses and entered his base, Yyrkoon sought to destroy both armies with the Mirror of Memory and flee through the Shade Gate.

Elric followed. When they came to the hiding place of the demon-swords Mournblade and Stormbringer, Yyrkoon lay hold on the first and Elric on the second. They dueled; Elric triumphed, but spared his cousin out of misplaced mercy. Mournblade vanished.

Later, in Elric's absence, Yyrkoon usurped the throne of Melniboné and declared Elric an outlaw. He trusted in the newly-recovered Mournblade to defeat Elric when the latter returned, leading an army of humans. Again Elric proved himself the master, and this time took Yyrkoon's dark soul.

Yyrkoon is one of the strongest pieces in the game, sharing with Elric and Theleb K'aarna the ability to draw a battle spell from the randomizer. His Combat rating is "5", somewhat high for so checkered a success record. Still, Yyrkoon had potential if he had not been so mad and self-obsessed.

The Hordes

Several times, the peace of the Young Kingdoms was disturbed by attacking armies which did not fit into the normal political context of the age.

The Kelmain Host: At the bidding of the wizard Theleb K'aarna, Prince Umbda, Lord of the Kelmain Host from those chaotic regions beyond the World's Edge, led his warriors against Castle Kaneloon.

The origin of the Kelmain and the character of their homeland remains a mystery. The Kelmain were human, though upon close inspection the resemblance ended. They had golden skin; their eye sockets were nearly square. Their faces had planes and sharp angles, giving the look of a rough stone carving. Similarly, their armor was not rounded, but forged with angles.

Despite their strangeness of appearance and origin, the Kelmain behaved like a human army. They were horsemen, their weapons similar to those of the Young Kingdoms. They had blood and souls and showed a normal range of fear and courage. If they fought too long, they tired; Prince Umbda, apparently a conscientious

leader, did not press a maneuver if it was beyond the strength of his troops to see it through. Neither prince nor trooper is credited with any unusual act of barbarity.

Theleb K'aarna planned to conquer the kingdom of Lormyr as a prelude to subjugating the whole southern continent. The power of Law's foremost agent, the sorceress Myshella, stood in his way. Hence he placed the conquest of her castle Kaneloon and her death first in his priorities. The forces available to him were huge; Lormyr itself could not stand before the Kelmain. And Kaneloon was defended only by Elric and his friend Moonglum.

Elric foiled the wizard by questing to the palace of Ashaneloon, where he found the Noose of Flesh. Poured as a powder around the Kelmain Host, it turned into a fleshy enclosure, trapping the entire army. Then it constricted, crushing and absorbing man and mount alike. All perished, save Theleb K'aarna himself, who escaped by magical means.

The rules of *Elric* require the Kelmain Host to find Kaneloon before doing anything else. Prince Umbda is accompanied by five army units – probably representing less combat potential than the host in the book "The Vanishing Tower" possessed.

The Flamebringers: Featured in "The Bane of the Black Sword," the Flamebringers are an unusually mundane menace among the many that beset the Young Kingdoms.

The Flamebringers were a barbarian horde of about a half million horsemen and their leader was Terarn Gashtek. Terarn Gashtek began as an ordinary desert raider. He must have been a barbarian's barbarian, a charismatic leader of the calibre of Genghis Khan.

Only two years passed from the time he started gathering the forces of barbarism beyond the Weeping Wastes to the time his army menaced Karlaak in Ilmiora. During that time the Flamebringers overcame a score of nations. Terarn Gashtek displayed their banners on his command tent and kept a war lance hung with the bones and skulls of their kings and princes. Eshmir was only one of the eastern nations which suffered devastation. Fortunately the capital, Elwher, was too strong for him to take, leaving it the only standing fortress in two thousand miles of barbraian-ravaged ruin.

Terarn Gashtek seemed possessed by a psychosis of destruction. He didn't seek an empire in the ordinary sense and left only empty land behind him. Loot and the pleasure of killing were all that he gloried in. The Flamebringers developed no new tactics of war; Terarn Gashtek, too impatient to lay siege, used sorcery to knock down the walls of any city which defied him.

Although no wizard himself, Terarn Gashtek retained the services of Drinij Bara, an eastern military-specialized sorcerer who hated the man and the host he served. He had been captured while distracted by wine and women. Worse, the

cat in whose body he had hidden his soul for safety also fell captive to Terarn Gashtek. The barbarian need only threaten the life of the cat to cow the wizard to his will. Nor was servitude made easy for Drinij Bara. He was usually kept in bonds unless his talents were needed in battle or when Terarn Gashtek demanded a performance of tricks for his friends.

Elric of Melniboné saw in Drinij Bara the key to defeating the Flamebringers' course of conquest. He infiltrated the army as a mercenary and with the aid of the cat god Meerclaw, removed Drinij Bara's cat from Terarn Gashtek. Unfortunately, the wizard was killed by Terarn Gashtek's arrow while he and Elric defended against the combined attack of the whole Flamebringer camp.

Stormbringer took the life of Terarn Gashtek, but it was the arrival of the dragons led by Dyvim Storm, earlier summoned by Elric, that annihilated the barbarian host.

In *Elric*, Terarn Gashtek is assigned a Combat rating of "5", which is proper for a warlord capable of such a meteoric rise. Drinij Bara may possess two spells. The Flamebringers consist of five armies – enough to represent their presence, but not enough to threaten the extinction of civilization on the eastern continent. The Flamebringer horde is required to search for and find Mordaga's Castle. The book draws no relationship between the Flamebringers and Mordaga, but the rule does force the horde to begin in the far east and spend some time there, while it presumably spreads terror.

The Olab: Encountered in "The Sailor on the Seas of Fate," the Olab are the strangest race to dwell full time on the material plane.

In general cast they are reptilian, but have feathered crests and neck wattles. Their forelimbs resemble human arms and hands. From their legs upward they are only slightly bigger than a normal man. Their legs are very long and storklike, enabling the Olab to walk in deep water and even attack boats and ships in the river that flows by R'lin K'ren A'a. Possibly they have no souls, for Stormbringer could not steal any when it wounded some Olabs in battle. In fact, the Olab can ignore even the most terrible wounds and keep fighting. They do shed black blood though and are mortal.

The Olabs' faces have a human cast, resembling the Melnibonéan type. Whether there is any connection between the two races cannot be determined, even by Elric.

The Olab were relative latecomers to the R'lin K'ren A'a region, entering the area only some five hundred to a thousand years before Elric's time. Only infrequently did they enter the ruined city itself.

The Olab always attacked strangers with ferocity. They hurled disc-like stone blades with slitted clubs at their enemies, and would then charge into melee with their bludgeons.

◀11

The inhabitants of Dara-ni could see the fate of having lands of the Emperor's daughter on both sides of their country. They made one daring and desperate attempt to use their river-magics to muster the old Tripolis (Alkothe, Raibanth and Yuthuppa) to their aid. Lunar power was greater and the expeditionary party fell to the clutches of the Lunar guardians. The land-dwellers of Dara-ni then sued for peace, but the river peoples withdrew in disgust and moved upriver in 2/15 (1316 S.T.) where they lived in isolation but in great strength.

Lunar expansion into Sylila provoked widespread hostility among the tribes of the south, who laid aside petty differences to fight the looming foe. In 2/16 (1317 S.T.) the Blue Deer Princes of Vanch invaded and burned Jillaro. The retaliation was swift and the hides of the Princes decorated the army headquarters in that town afterwards.

In 2/25 (1326 S.T.) Sylila (expanded now to include the old lands of Rist and Dara-ni) was adopted into the Empire as a Sultanate, with Hwarin and Ingkot as founders of the first ruling clan. The acropolis of Jillaro was rebuilt and the surrounding city seemed to leap into being under the watchful eyes of the Sultanness. She prepared the city's grounds herself, and her calm beauty is apparant. The lands around the city were made to grow a luxuriant clover to forage Ingkot's favorite steeds, and so the city is sometimes called Jillaro of the Prince's Green.

Barbarian troubles continued as a rabble called the Cynneling Alliance was intercepted while boldly transporting some especially hostile river people, worshippers of Bold Vareleus, across the wide land of Aggar, but the Lunar forces received a severe military and magical defeat. Gwythar Longwise is named in Lunar sources as the leader of these enemy forces, and under his command a great force

of gods was assembled at Mirin's Cross, a fortress on the junction of the Oslir and Black Eel rivers.

In 2/32 (1333 S.T.) Phirmax, a son of Hwarin and Ingkot, was killed while building a bridge which later bore his name. The bridge was finished later, by his children, while his father sought vengeance. He hunted the river spirit called Bold Vareleus and slew him with "dwarf magic blades, noiseless and handless, which returned to their caster upon command." Ingkot was drowned in the battle as well, and washed downstream until his body was caught upon a footing of his dead son's bridge. For these acts, Hwarin Dalthippa began her celebrated Daughter's Road Campaign.

After several years of active preparation, the Conquering Daughter initiated her physical and magical invasion of the barbarians of the southland. She chose the greatest line of Power across the land and determined to move directly along it to the object of her desires. All her preparations had been made to complete this task.

In 2/46 (1347 S.T.) she set out, heading south from her beloved city of Jillaro upon a hearse, her face painted black, with many magicians and priestesses chanting a funeral dirge. At the Bridge of Phirmax she spoke with her husband and son, and at the far side mounted a war unicorn, put on a red mask, and began marking the straight road with her tracks.

At Mirin's Cross she and her allies confronted the gathered power of Gwythar Longwise in a four day battle of magic which raged wild upon the world. Spirits were broken, dead gods rose, and the New Fire of the Lunar Way burst brilliant through the barbarian midst. When it was done a path across the Black Eel River was made, hard and indestructable, but as clear as the purest crystal. It was held stable on the changing waters by powerful runes. Atop it now

stands the blinded guardian called Gwythar Grimwise of the Two-handed Axe.

The army which followed and supported the Conquering Daughter crossed upon this Crystal Bridge and stormed the barbarian fortress there. Many fought desperately and savagely. Many others surrendered to the daughter.

The path continued and finally halted at Filichet, where the Daughter took for herself the Helmet of Perides and accepted the submission of many barbarian chieftains.

By the end of the year she had returned to her home in Jillaro, and, after a year's rest, she began the ritual again with a new goal in mind. At this time, the Jillaro Stelae was also begun.

The second road began at Cafol, a small town in Sylila, and ran eastward, crossing the Oslir at the second branch of the Bridge of Phirmax. In Vanch her army defeated the barbarian mob, and bound them to their road-building duties. She halted at Hilltown, a trade center near the Imther Mountains, where she exchanged the blades of Ingkot for a belt with three stars among its diamonds, three iron eggs laid by a cardinal, and three blue furstones.

In 2/57 (1358 S.T.) the craft god, Iphigios, came to the city and constructed a beautiful statue of the Sultanness in ivory and gold. It was placed in the entrance to the family palace. While celebrating that night the Conquering Daughter was caught unawares by the otherwise unknown assassin called No Print (so called because he left no physical or magical trace to follow him by). Her body was cast into a crevice afterwards called Hwarin's Well. Her worshippers can go there to receive oracles if they can brave the terrors of the pit. At other times she can be summoned by the city as their war goddess, and she is also worshipped by many warrior women, wives, or people who honor the arts.

◀40

An Olab leader and five armies are provided in the game of *Elric*. Their number adequately represents the offensive power of even a small band of Olab. None of their portraiture, however, really comes close to what Moorcock describes.

The People of Pio: *"The Vanishing Tower"* features the smallest horde of all, the People of Pio. Twarted by Elric in the south, Theleb K'aarna fled north. There he won the patronage of Chaos by promising to destroy the city of Tanelorn, which the Chaos gods hated.

In the Forest of Troos the wizard discovered some of the devices left abandoned when the Doomed Folk, ancient enemies of the Melniboneans, fell. The Chaos gods showed Theleb K'aarna how to operate them and one proved to be a machine for rupturing the barriers between planes.

This was just what the wizard needed. He took his device to the Sighing Desert, near Tanelorn. He used it to summon the

People of Pio from some far universe of Chaos.

The warriors of Pio are reptiloid, though they walk on two legs and have hands. Each is the size of several human beings together. Their black-and-green heads have a hood of skin; their eyes are red and glowing. In battle they use hand-held heat-ray guns and ride upon large, lumbering dragonlike beasts. These beasts have a double row of plates along their backs and shake the ground when they walk. Covered with scales, they have many rows of teeth.

Elric learned of Theleb K'aarna's activities and spied upon his base. When discovered, his only hope was to destroy the device. He struck at it and was hurled into another plane of the multiverse.

This was unfortunate for Theleb K'aarna, for during a short adventure within the other world, Elric acquired the Bronze Banners and the Quartz Arrows. These he brought back to Tanelorn. The Bronze Banners repelled the heat rays of

the Pio warriors while Elric, riding upon the Jeweled Bird of Myshella, slew a Pio warrior with every arrow he hurled. He had twelve arrows; this seems to have been enough to eliminate the Pio squadron.

Elric supplies a Pio chief and five armies. Remembering that Pio squadrons are numerically very small, one can see that Pio's superior weaponry and terrifying mounts equal the strength of many ordinary Young Kingdom warriors. They are bound to no special geographical range and may appear anywhere they are mustered.

◀43

Crew: 100 rowers, 10 officers, 25 marines
Hull Quality: 10 each
Structure Pts: 55
Capacity: 2 tons

War Fleets Of Glorantha

Or, Cement Ships and Leafy Sails

BY GREG STAFFORD

There are several major sea powers in Glorantha. Only those which have large war fleets are mentioned here, though many countries own large fishing and merchant fleets. The various types of merchant ships are not detailed in this article.

The major world naval powers of Genertela are: the Kingdom of Lockalm, the Quinpolic League of Pasos, the Holy Country of Kethaela, and the Empire of Kralorela. The Patriarchy of Haragala rules the dominant fleet among the Eastern Isles. The Maslo Naval Confederation and the Unity of Republics of Kareeshtu each have powerful fleets in Pamaltela. Finally, the aquatic Triolini rule the Brown, Jorkars, Worms, and Dashomo Seas with the help of their sea beasts.

The Gloranthan navies have many ships which are unlike those of standard *RuneQuest*. Some are quite distinctive. The navies, briefly described, are:

LOSKALM – Nordic longship*, knorr*
 QUINPOLIC – Triremes*, merchants**
 KETHAELA – Triremes*, merchants**
 KRALORELA – War Barges, Junks**
 HARAGALA – Tall Ships, merchants**
 MASLO – Penteconter catamarans, merchants**
 KAREESHTU – Warsails, merchants**

*indicates a vessel with stats given in *RQ*

**indicates a vessel with no stats given at this time

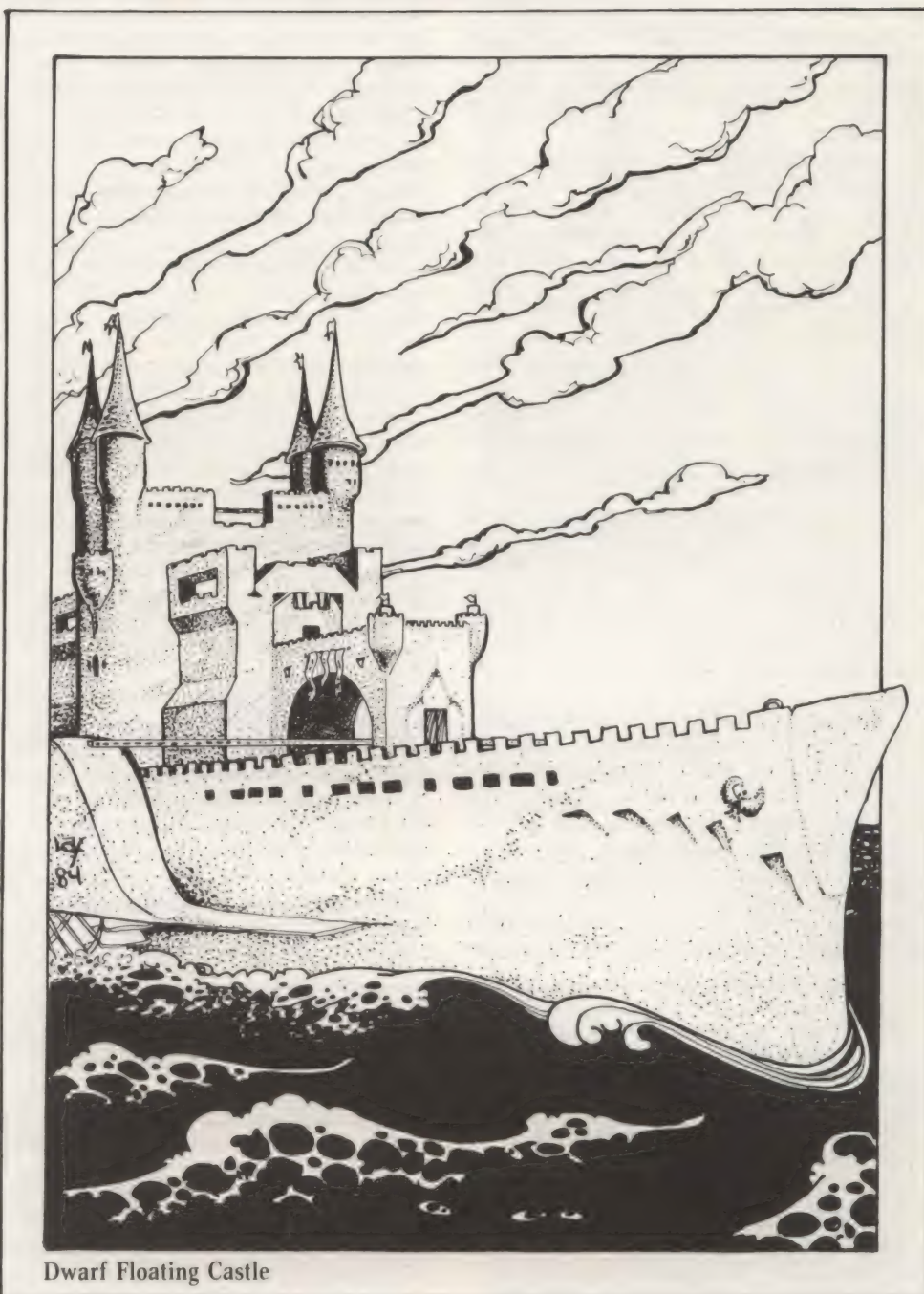
There are some ships which, although quite rare, are notable. The dwarf kingdom of Slon has a small but formidable fleet of floating cement castles to ply their trade with the dwarves of Jrustela. There are also occasional mythic Waertagi ships reported again which are kilometers long and launch smaller Fastships, which use neither oar nor sail but are propelled by denizens of the deep. There also exist some ancient elf ships, with hulls, decks, and superstructure of a single piece of wood, grown to shape.

SPECIAL SHIPS

The following unusual ships are given stats here for playing in Glorantha. The format is the same as in *RuneQuest*.

Kralorelan War Barge

Kralorelan naval tactics are largely based on the dangers of the nearby Sea of Fog. The sea is quite calm, but this ominous body of water periodically sends its hovering cloud towards the land, surrounding the fleet with impenetrable gloom wherein lurk dangerous fog creatures which can disorient even a trained homing pigeon. The mist may



Dwarf Floating Castle

remain for weeks at a time, making it necessary to heavily provision the motionless fleet. This necessitated large ships, and ancient custom demands barges from which the Kralorelan soldiers can fight as if on land. The example below is a standard size, but some have been built which are large enough to house a cavalry contingent. The ships are normally oar-propelled by tireless zombies, with extra oars for the footmen to use in emergencies.

Hull Type: barge

Seaworthiness Max: 15
 Length: 90m Beam: 25m
 Freeboard: 4m Draft: 4m
 Crew: 400 foot, 25 officers, 100 zombies
 Hull Quality: 15
 Structure Pts: 125
 Capacity: 200 tons

Haragalan Tall Ship

Haragalan ships are swift and sleek, but small, since they rely upon their magic rather than ramming or boarding. Haragala continues the Eastern Island tradition of

ships with tall, masted towers. They command a superior view of the sea and are able to direct their powerful sorcery and sun magic with terrible effect, or run if outnumbered. They have triangular sails, which reach only halfway up their tall masts, but use only oars in battle.

Hull Type: warship
Seaworthiness Max: 15
Length: 20m Beam: 3m
Freeboard: 3m Draft: 3m
Crew: 35 sailors, 8 officers, 15 holies,
10 servants
Hull Quality: 12
Structure Pts: 40
Capacity: 1 ton

Elf Gallegas

A great fleet of these beautiful ships were grown during the Empire Age, but few are left now. They were grown by master growers so that their hulls, decks, and superstructure are a single piece of wood. The ship is ballasted by a layer of soil which fills the ship's bottom and also serves to root the mast tree. Because of the particular nature of this living mast with nearly fireproof leaf-sails it is relatively clumsy, especially when sailing into the wind. It also has oars which are pulled by elf sailors who double as marines in battles.

Hull Type: merchant
Seaworthiness Max: 19
Length: 20m Beam: 5m
Freeboard: 2m Draft: 2.5m
Crew: 65 sailor/marines, 10 officers,
15 gardeners
Hull Quality: 25
Structure Pts: 90
Capacity: 20 tons*

Kareeshtu Warsail

The people of Kareeshtu inherited a sailing secret from the long-dead culture of the Artmali which has been kept over centuries from everyone except the Jrusteli, who paid dearly for their error in robbing gods whom they thought dead. These are high-prowed sailing vessels with deep keels and special rigging which allows them up to 50% more speed than the usual sailing ship. They sacrifice Capacity and Structure and must be relatively small, hence the Kareeshtu fleet is also very numerous. Their favorite tactic is to quickly mass around enemy vessels and board.

Hull Type: warship
Seaworthiness Max: 20
Length: 20m Beam: 6m
Freeboard: 1m Draft: 2m
Crew: 20 sailors, 20 marines, 10 officers
Hull Quality: 12
Structure Pts: 40
Capacity: .5 ton

Dwarf Floating Castle

The common dwarf ship is made of cement and reinforced metal, and is used



Elf Gallegas

for both war and commerce. It is big and ungainly, intended for defense, at which it succeeds admirably. It has tall crenelated walls and is topped by turrets fore and aft. The dwarves have crafted their cement into many beautiful shapes, though the ships all show some wear from ancient battles. There are occasional patches of stone on some ships. They are propelled by screws moved by slaves who run along conveyor belts deep inside the ship.

Hull Type: merchant
Seaworthiness Max: 19
Length: 110m Beam: 25m
Freeboard: 7m Draft: 12m
Crew: 300 footmen, 50 sailors, 7 officers
Hull Quality: 50
Structure Pts: 25
Capacity: 350 tons

Maslo Catamaran

The dual-hull design of the catamaran has been traditional in northern Pamaltela since the first people reached the sea. The design is so popular that tradition demands it even in warships. The belief is that this design offers both speed and stability. Rowers work from both hulls, which are penteconter sized, but sleeker. Common tactics include much missile fire, boarding, and ramming. The rams are slung below the waterline from between the hulls and, when used in battle, are less likely to ruin the hulls of the ramming ships than on a single hulled vessel.

Hull Type: 2 warship
Seaworthiness Max: 30
Length: 30m Beam: 25m
Freeboard: 1m Draft: 1m



Wits End

We suppose that a statement of our purpose would be interesting, a little something that goes beyond the advertising hyperbole and contradict what we've already published in the last issue. *Heroes* is here to promote the four role-playing games that Avalon Hill and Victory Games puts out. That is our only function.

Then why did we publish articles about games such as *Amoeba Wars*, and computer games like *Telengard*? There are two reasons, pragmatic and philosophical. One is that we did not have enough copy on the four games to fill out 48 pages. But the second reason is that the company puts out quite a few products that are excellent games in their own right, but fall into the cracks and do not get the publicity that they should. While *Telengard* has received a lot of attention, a game like *Fortress of the Witch King* has not. While *Legionnaire* is a historical computer game, we believe that it might have some interest to those who fight quasi-medieval fantasy battles. It can even be used in a campaign setting. If the player is a military leader, it can test his mettle on the field, with the battle results affecting the course of his life.

Of course, *Heroes* will not discuss certain games no matter how good they are. *Conquistador* is an excellent game that might be of interest to judges and players alike, and we may run something about it, but there will be nothing about the line of computer sports games (even though we think *Title Bout* and *Status Pro Baseball* are among the best on the market.) And *The General* will continue to capably handle the historical board-games, with occasional incursions into the fantasy and science-fiction field.

So, even though our focus will be on the role-playing games, we will include

occasional "editor's choice" articles that might be of interest to you.

Hero At Work

What separates James Bond from a real-life secret agent is his ability to do the impossible. Bond's missions are always world-saving, the villains are dastardly and comic-bookish, and the gadgets are futuristic. But the main difference is Bond's incredible on-screen heroism.

The *James Bond 007* game uses Hero Points to allow these sorts of actions. With them, a character can make things happen the way he wants. If he shoots and misses, he can use his Hero Points to change the result to a hit, or even a kill. If he falls while mountain-climbing, he can spend a Hero Point and reach the top without damage. If an enemy's shot has incapacitated him, his Hero Points can have the bullet miss completely. The GM willing, a player can even alter his environment, creating a roadside hedge for him to hide behind.

Obviously, Hero Points are unrealistic in real life, but they quickly and accurately simulate the world of James Bond. They are one of the most powerful tools a character has during an adventure. But without them the Bond game system — if not Bond universe — simulates reality quite well. Stage a firefight in an open meadow, without Hero Points, and watch how quickly it ends.

The number of Hero Points you allow the characters to have will heavily influence the campaign. There is no exact ruling for assigning Hero Points; the usual method is to give a Hero Point every time a character obtains a Quality Rating 1 result, except in combat. This exception rewards the use of non-combat skills, and recognizes that combat consists of several dice rolls.

There is a small misconception in the Bond rules about this. The Hero Points chapter (chapter 9) states that all Quality Rating 1 results (except combat) garner Hero Points. On Page 9, though, it is implied that characteristic rolls don't use the Quality Rating system. Thus, as I figure it, they would not gain Hero Points. More than one Person disagrees with me on this interpretation, but as GM you should be aware of it. It allows you to choose even more freely how you distribute Hero Points.

ED NOTE: It is intended that a GM may award Hero Points on these rolls, so long as the QR result is 1.

In my group, I allow Hero Points for all Quality Rating 1 results, whether they occur in Combat, Chases, Characteristic rolls, Skill rolls, or Abilities rolls. In other words, anything goes. I do this because my players don't roll the dice very often. I produce very few combat or chase situations, and even when I do my players tend to get out of them without shooting. In terms of

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JAMES BOND 007

role-playing, this is admirable, but it generates few Hero Points. Thus, I allow them to gain a Hero Point by recognizing the vintage of the wine their characters are drinking, or for noticing the eye-beam just inside the door.

ED NOTE: This is okay.

This, then, is one method of determining how many Hero Points you should assign. How often do your players roll the dice? If they roll often — especially outside of Combat situations — you are wise to limit Hero Points to those suggested in the rules. If Hero Points are getting out of hand, you may even wish to place a limit of one possible Hero Point per seduction sequence (rather than at each stage). If your players rarely roll dice, however, you will have to allow Hero Points for other actions, because Hero Points are so important to playing the game with a James Bond flavour. Otherwise, characters will get killed quickly (and you know what troubles that causes).

Another possibility is simply to assign Hero Points for a heroic action performed by a character. Not a dice roll, but a heroic bit of role-play. Say, for instance, the character rushes into a burning building to rescue the lovely young lady trapped inside. Award a Hero Point or two. Award a Hero Point for helping a fellow agent beyond the call of duty, especially if it does not impede the mission. Award a Hero Point for figuring out a very difficult clue without recourse to a Characteristic or Skill roll. In short, award Hero Points for being a Hero.

This is not suggested in the rules, the game uses Hero Points to create heroic actions, not to reward them. By the rules, only Experience Points are awarded to recognize excellent role-play or player perception. But there is no nicer feeling for the player than to be rewarded instantly for an action which is directly a result of playing within the Bond genre. James Bond would indeed rescue the lovely lady from the burning building; he would also figure clues on his own. Players like to know they have acted in the spirit of the game.

Ed Note: Use this suggestion carefully!

Such Hero Point awards should be limited to individual, specific actions. Continual role-play within the Bond mythos should, as the rules suggest, be rewarded by granting additional Experience Points. As for which actions merit a Hero Point, you will know when the player describes it. It is the kind of thing that makes you smile because you feel you must be doing something right.

The question remains as to how many Hero Points an adventure or a campaign needs. Again, there are guidelines in the rules, but you'll have to sort this problem out as your campaign progresses. If your characters begin an adventure with very few Hero Points, you may wish to stage a couple easy Chases, or several "safe" Skill rolls, to allow them to gain more. Or you can simply give some out (but some players won't allow you to do this). A good starting figure is 7. This allows a character to survive the first few incidents while collecting a few more. It also is James Bond's number.

— Neil Randall



Once More Against The Hun

Legionnaire is a real-time tactical infantry combat game set in the time of Julius Caesar. Your legions fight against two tribes of Gaulic barbarians, trying to defeat them before they can join together and destroy your outnumbered cohorts. There are sixteen different tribes to fight, eight infantry and eight cavalry. Each tribe is unique in strength, speed and fatigue. To fight them, you can have up to ten legions, each with its own strengths and weaknesses, from the elite Tenth legion under your personal command – which means that if the Tenth is destroyed, so are you – to the weak, disorganized, slow and badly commanded legion of Sabinus.

The Huns are easily the most powerful barbarian tribe in *Legionnaire*. They have the largest units of all the barbarian cavalry, and are also one of the fastest barbarian cavalry (only the Belgae are as fast). They are excellent at both attack and defense, and tire very slowly. They recover quickly from damage, and do not hesitate in the attack. In fact, when fighting the Hun cavalry, the barbarian infantry often does not get into the battle in time to fight, as the Romans are usually decimated before they arrive. There are, however, ways to defeat even the Huns.

Each tribe has a weakness which can be used against it. The Ubii and Sequani can be defeated by a strong, passive defense. Against the Eburones and Morini, the only chance is to attack before they attack you. Diverting the barbarian infantry and leading them off with one or both Roman cavalry units is a

good tactic against the Suevii, Senones, and Sibusati, and can also be successful against the other infantry. It can be very risky, though, if any barbarian cavalry join the infantry. A counter-attack, immediately after being hit, is good against the Nervii and Suevii. It should be followed through with as much force as possible, preferably by charging all the way down a long hill.

Against the Belgae the most successful method I have found is to place my infantry at the first slope of a long hill, with my cavalry near the top. The Belgae can usually push infantry off a hill, so this way they use up their strength pushing the infantry up the hill. Should they reach the top, my cavalry can usually prevent the now weakened Belgae from doing any additional damage. The Vocate tribe must usually be killed by entrapping them in the woods, then attacking with several good units until they succumb. Against the most balanced troops – the Helvetii, Menapii, and Tencteri – these tactics are no guarantee of victory, as these troops have no significant weaknesses. The Helvetii and Tencteri especially must be counter-attacked hard immediately after they attack. The Aedui and Auscii can be obliterated with any tactic at all. But against the Huns, none of these tactics work very well.

The problem with fighting the Huns is their tremendous speed. It is hard to get to a good defensive position before they arrive. They will run down your cavalry, take few casualties, and return to hit your army before it is set. The Huns can push your troops all the way up a hill, down the other side, and destroy them all. The only other tribe with an attack like the fury of the Huns is the Morini. Unlike the Morini, the Huns can take a counter-attack and return it before your units recover from the impact. This makes them very dangerous.

In all my playtesting of *Legionnaire* I have beaten the Huns only twice. My best effort was when fighting them and the Eburones with six legions under my command. I had tried to get one tribe to chase the cavalry while I worked on the other tribe, but the Huns were faster than my cavalry, and I quickly found myself fighting almost undamaged Huns with my cavalry all dead. Luckily, I was killed quickly when the Tenth legion was destroyed, and I was spared the sight of my legions being slain to the last man. In all my previous efforts, my cavalry had proved almost useless, as they were both slower than and far weaker than the Hun cavalry. In the next battle I decided to try something new.

At the start of the game, I was close to a small flat hill on the right side of the map. Both tribes were far enough away to give me time for a proper set-up. I anchored my left flank on a small clump of trees and placed my cavalry slightly behind the right flank of my infantry formation. I would be able to fight the bar-

barians in detail, as the extreme speed of the Huns would guarantee that I would be finished with them, one way or the other, long before the Eburones came near. As it turned out, I had only just set up when the Huns came charging forward towards my formation. Their line was broken by a clump of trees, so they were approaching in two groups. Four units were charging towards my right flank, and two more attacked the center of the infantry line. Aware of the speed advantage of the Huns over my own cavalry, I gave my cavalry orders to attack downhill before the Huns got close, then held the cursor on Crassus to prevent his charging too early, and hoped that Labienus would not move into his square before his Hun did. As it turned out, both Huns got hit by my cavalry just after they moved adjacent – the best possible attack for me. I then ordered them to attack at all costs, sending them to their deaths amid the four Hun tribes, hoping to cause casualties and buy time. By using the same first strike attack with the Tenth and Galba's legion (both excellent attackers) I managed to hit the other two Huns hard. They recovered quickly and counter-attacked while I desperately ordered all my infantry to attack.

But the Huns attacked first, forcing Galba back up the hill but not budging the Tenth. The other two infantry hit in time to prevent serious damage, and in a couple of furious attacks the two Hun units were hurt badly, each down to about one thousand effectives from three thousand. Scrolling the map over to my cavalry, I found that they had acquitted themselves quite well, causing about 500 casualties to each of the two units and forcing them to retreat. But they themselves were in serious trouble now, with two more Hun units arriving in time to attack them. In a stroke of luck, however, Crassus had broken right through their line. Although taking some 800 casualties, he was tough enough to last awhile yet, and two Hun units were pushing him back away from my infantry formation. Labienus, although having inflicted more casualties on the enemy, was in far worse straits, and would soon be overwhelmed. Giving orders to either unit would be wasted effort, as the Hun attacks were disorganizing them enough to nullify any orders they would receive. I callously left them to their fate and scrolled back to the infantry.

The two Huns who had attacked the infantry line were now very weak, so I gave Cicero and the Tenth orders to attack them downhill and withdrew Galba and Fabius to the right flank to rest for the upcoming assault when Labienus was killed. The badly hurt Huns were soon crushed under my rested units, and I sent them back up the hill towards Fabius and Galba and scrolled over to check on Labienus. His brave (and foolish) troopers were all slain by now, and the Huns were

moving towards Galba. I checked on Crassus and he was down to 400 men, but still alive. If the one Hun had not pushed him so fast over the map, the other one who was chasing would have gotten a couple of attacks in and Crassus would have been dead meat. As it was, he would not last too long, but his mission had been to buy time. I went back to the hill and tried to set up the same preemptive attack, holding the cursor on Fabius to keep him from moving, and tried to time Galba's attack.

This time I was not so lucky, and Galba moved too soon, allowing the Hun to hit him and knock him back up the hill. Cicero's group was still not close enough to help. Fabius' attack worked well, knocking the already damaged Hun down the hill and continuing the attack. I sent the Tenth over to him and Cicero over towards Galba, who valiantly tried to attack. By the time Cicero got to him, the Hun had pushed him over the crest of the hill and was pushing him down the other side. Cicero could not reach him in time, so I stopped him to rest, ignoring



poor Galba's plight. Fabius and the Tenth had made short work of the other Hun, and were resting for the upcoming attack; the two Huns who had made martyrs of Crassus and his troops. Both of the Huns had taken over 500 casualties, and were tired.

When the final assault of the Huns came, my three remaining units were well-rested. I left Cicero to defend against the weak southern unit that had by now killed Galba, and let the northern units climb the hill to get at me. Just before they reached the top, I sent my two legions charging down upon them. For a minute or two the Huns fighting Fabius held, and things were looking very grim as the bodies piled up. But, then they started falling back, and Fabius' attack gained momentum. Caesar and the Tenth Legion were having no trouble pushing back their Hun unit, so I checked on the advance of the Eburones hordes. They were just coming down the last hill separating us, but were down to about 60% effectiveness due to fatigue. They would still be awhile coming.

Back at the south side of my hill, Cicero had only been pushed back once. He held firm thereafter. His Hun was very weak, and it was only a few moments before Cicero ended that threat forever. Within minutes there were no more huns on the map. The Tenth Legion had about 2,800 fighting men, Cicero had 2,200, and poor Fabius was down to 720. The fight against the Eburones took some time, but they were spread out and tired and the ever-victorious Roman Legions prevailed.

VENI, VEDI, VICI.

— David Kuijt

AVALON HILL'S RBG RATING CHART

The following Avalon Hill games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

ADVENTURE GAME RBG

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Game Length		Year	Sample Base
							Shortest	Longest		
1. CIV	1.99	2.17	3.00	2.17	1.96	3.60	18.43	44.52	1982	126
2. TT	2.22	2.26	3.22	2.45	1.95	3.81	16.54	36.30	1982	53
3. DUNE	2.27	2.23	2.99	2.45	2.30	2.32	10.20	16.90	1979	110
4. DIP	2.30	3.18	2.70	2.41	1.82	4.83	24.46	46.24	1976	117
5. CM	2.44	2.88	3.37	2.65	1.85	2.54	9.71	18.96	1981	99
6. GSL	2.48	1.95	5.09	3.04	2.55	2.01	4.97	18.22	1982	86
7. MA	2.76	2.91	3.81	2.84	2.47	4.40	18.36	45.49	1982	26
8. SN	2.85	2.98	4.57	3.71	2.43	4.35	14.45	40.56	1980	56
9. FG	3.03	2.63	7.30	3.11	3.83	2.82	12.51	67.38	1982	51
10. KM	3.03	2.65	5.44	3.60	3.22	3.73	18.66	31.40	1976	147
11. LRH	3.06	3.35	3.28	2.78	2.28	3.64	9.99	13.41	1982	28
12. SST	3.21	2.96	4.97	3.14	3.38	3.20	9.18	28.03	1976	127
13. DWTK	3.24	2.61	4.88	3.00	3.14	3.56	17.73	27.45	1982	41
14. WQ	3.27	2.70	2.15	2.67	2.21	3.94	10.91	17.53	1979	88
15. GL	3.31	2.73	4.06	3.02	2.89	2.88	3.90	11.02	1981	65
16. MR	3.42	2.01	7.62	6.01	3.91	3.18	9.63	29.02	1979	109
17. DH	3.49	3.12	2.81	3.12	2.97	4.16	12.99	19.40	1982	38
18. AW	3.60	3.48	2.71	2.48	2.33	5.06	9.82	16.52	1981	50
19. UFO	5.33	3.41	1.25	1.91	2.66	6.72	5.41	8.83	1978	24

Convention Calendar

ORIGINS '84

June 21-24

Wargaming's annual get-together will be held at Market Hall North in Dallax, TX. Contact: ORIGINS '84, P.O. Box 59899, Dallas, TX 75229

POLYCON '84

June 22-24

To be held at Cal Poly Campus, San Luis Obispo, CA. Contact: SAGA, Box 168, Julian A. McPhee University Union, Cal Poly State University, San Luis Obispo, CA 93410

WILCON

June 23-25

Fifty free events will be held at the Civic Center in Wilmington, IL. Fees: \$4 a day, \$10 for the weekend. Contact: Donald Heck, 1790 Vista Dr., Wilmington, IL 60481.

LA CON II

August 30 – September 3

Better known as the 42nd World Science Fiction Convention. To be held at the Anaheim Convention Center, Los Angeles, CA. This is the biggie if you're into this genre, with professionals and fans getting together for talks, panels, films and more. Contact: LA Con II, Box 8442, Van Nuys, CA 91409.

DREAMCON 1984

May 11-13

Science-fiction gaming con. Contact: Mark Fischner, Dreamcon 1984, PO Box 121, Porter, TX 77365.

MARCON XIX

May 18-20

Science-fiction gaming con with C.J. Cherryh as Guest of Honor. Contact: Marcon XIX, Box 14078, Columbus, OH 43214.

GAMEATHON 9

May 25-27

Gaming con. Contact: R.C. Jones, SWA Gameathon, 1639 Eastern Parkway, Schenectady, NY 12309.

Opponents Wanted

RQ and DP, will teach the systems to those willing to learn. Willing to play DP by mail. (Orlanth lives!) Andrew Wright, 151 King's Highway, Lewes, DE 19958; (302)645-2674.

Adult players only! Wanted for beginning LC or PP. Stephen Geisinger, 21 Sturbridge Ct., Nanuet, NY 10954; (914)623-5127.

Rockland average adult player for adults only and Ftf only for most AH wargames and role-playing games. Stephen Geisinger, 21 Sturbridge Ct., Nanuet, NY 10954; (914)623-5127.

AW, CM, EL, 007, RQ, WZ, other games as well. Please call. Richard Bretschneider, Santa Clara, CA 95051; (408)248-6333.

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